



# STAR WARS

ROLEPLAYING GAME

NEW REPUBLIC CAMPAIGN GUIDE

d20 RADIO COMMUNITY

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# CONTENTS

## INTRODUCTION .... 4

The New Republic Era..... 6

## SPECIES ..... 8

Species Characteristics..... 9

Arcona..... 10

Bimm..... 11

Elomin..... 12

Firrerreo..... 13

Gossam..... 14

Ho'Din ..... 14

Hutt..... 15

Kubaz ..... 16

Ortolan..... 17

Ranat..... 18

## HEROIC TRAITS 20

Heroes of the New Republic..... 21

Heroic Classes..... 23

Jedi..... 23

Nobles..... 23

Scoundrels..... 24

Scouts..... 25

Soldiers..... 25

New Feats..... 26

New Species Feats ..... 28

Regional Feats..... 31

Galactic Senator ..... 33

Power Beyond Belief..... 34

## THE FORCE..... 38

Force Powers..... 40

Force Talents..... 41

The Jedi Order ..... 41

Influential Figures ..... 42

The Dathomir Witches... 46

Influential Figures ..... 46

The Jensaarai ..... 48

New Jensaarai Talents ... 49

Influential Figures ..... 49

The Fallanassi..... 50

Influential Figures..... 50

Force-Sensitive Clones.. 51

Influential Figures..... 51

The Dark Side..... 52

Influential Figures..... 53





# INTRODUCTION





The New Republic Era spans events from the Bakura Incident to the invasion of the Yuuzhan Vong. This period presented new challenges and changes to people who lived through the Rebellion Era. Heroes of the Rebellion against the Galactic Empire went from being freedom fighters to builders and leaders of a republic reborn. New alliances were formed, new worlds were discovered or rediscovered, and peace returned to the people of the galaxy. When the Empire fell, aliens from all worlds found themselves equal once again in a more enlightened society. They endeavored to bring the galaxy together once again, without succumbing to the shortfalls of the Old Republic. But old habits die hard. Senators and representatives jockeyed for position and strength in the New Republic Senate, looking to renew old alliances and broker new power plays.

In this time of new peace, new dangers surfaced from the darkness. The Empire, though defeated, existed as a remnant, remaining a dangerous threat. Sectors that remained under Moff control continued the Empire's policies, while some adjusted to the new situation, using whatever means to retain the power they had gotten. Others used their resources to expand and conquer new territories, bringing war where none existed before. Pirate warlords, who were aware of the power vacuum from the Galactic Empire's defeat, whisked in where order lacked, and took control of whole sectors of space. The Hutts expanded their activities, reasserting themselves in the uncertain times. Independent pirates and smugglers flourished, operating more openly, having little fear of being caught.

The Jedi Order, reformed under the leadership of Luke Skywalker, resumed its duties as defenders of galactic peace. Based on Yavin IV, Luke went out and searched for Force-sensitive beings to repopulate the order, finding several candidates in unlikely places. The order grew and prospered, and Luke graduated many new Jedi to the service of the galaxy. New dangers to the fledgling Jedi existed to destroy what he had just resurrected. Force ghosts and hidden adherents to the Sith stood against the Jedi, looking to bring the galaxy back under the sway of the Dark Side.

Heroes in the New Republic may come from any world or any background. From the honorable soldier to the despicable noble, a person can affect galactic events with the simplest act. The New Republic has a defense force, where a



soldier, pilot or officer can work his way up the ranks. Criminal organizations exist for the character who likes to live by underhanded methods. There are pirates to plunder with or to bring to justice. The Jedi Order is always looking for Force-sensitives or anyone to support the order with their skills. And the Empire is still out there, licking its wounds, and finding its place in the New Republic.

## THE NEW REPUBLIC ERA

### THE BAKURA INCIDENT

Weeks after the Battle of Endor, a distress call was received from the remote Imperial world of Bakura, near the unknown regions of space. Their world was being invaded by the Ssi-ruuk, a race of Sauropods bent on the enslavement of other species. The victorious but weakened Rebel task force hurried to aid the harried planet.

They found the planet under attack, but in time were able to stave off the invasion and convinced the Bakurans of the Rebel for the heroes, attempting to thwart their plans and hope Imperial forces would arrive to help. But that did not happen. Luke, Leia Organa and Han Solo set things right for the world, drove off the Ssi-ruuk, and added another world to the Rebel Alliance. Their eyes looked to retaking the capital, Coruscant, from the Imperials who stubbornly held the world as their own.



IN AN X-WING DURING THE LIBERATION OF CORUSCANT

### THE LIBERATION OF CORUSCANT

Slowly, the New Republic made its advance on Coruscant. The Alliance fleet hopped from planet to planet, establishing new bases closer and closer to the capital. Rogue Squadron, under the Command of Wedge Antilles, was instrumental in the success of the campaign to retake Coruscant.

The Imperial Remnant on Coruscant was not weak, however. It was led by the former director of Imperial Intelligence, Ysanne Isard. Iceheart, as she was known among her peers and subordinates, ruled the Imperial throne with an iron fist. And she had capable agents under her to help defend Coruscant against the New Republic forces. The Republic started with the destruction of Blackmoon at Borleias, they moved to infiltrate and take Coruscant itself. At great cost, the capital was taken. But Isard left a terrible disease which afflicted all the non-human citizens of Coruscant. The heroes had to work fast to counter the threat and heal all the sick. Bacta was cut off by Isard's forces, and Thyferra had to be taken to bring relief to all those afflicted. Wedge and company had to rally and bring victory where one was not possible.

### GRAND ADMIRAL THRAWN

Thrawn, one of Palpatine's Grand Admirals, was a unique figure in the Empire. Given a place in the Imperial Fleet not long after Order 66, he rose through the ranks quickly, exhibiting his skills politically as well as strategically. He primarily explored the Unknown Regions and quelled any threats out there.

In time, he heard of Palpatine's death, and returned to restore Imperial power to the galaxy. He restored a core fleet of ships and enlisted the aid of a mad clone Jedi called Joruu C'Baoth to help coordinate combat with all his ships. He was unable to capture the Sluis Van Shipyards, but was able to discover and recover most of an Old Republic group called the Katana Fleet. Also with a cache of Spaarti clone cylinders, he was given an army to help him reconquer the galaxy.

The New Republic was hard pressed to defend against Thrawn, as his military skills were far superior than many of the Republic military commanders. Through the efforts of Luke Skywalker, Mara Jade, Leia Organa-Solo and the heroes of the rebellion, was Thrawn defeated. Thrawn was actually killed by his own bodyguards, Noghri Commandos, when they

discovered that the conditions that they were working under were actually a lie.

### THE EMPEROR REBORN

As a master of the Dark Side of the Force, Palpatine took great care to ensure his future in the galaxy. And with the help of fanatical, loyal assistants, outlived his own death at Endor and was reborn on the Deep Core world of Byss. Setting his plots in motion once again, he manages to capture Luke Skywalker. Offering Luke a chance to be his apprentice and give him command of a great fleet of ships and world devastators, he begins to restore his immortal rule of the galaxy. Luke accepts.

Leia Organa raced to save her brother from the clutches of Palpatine. She manages to save Luke and a Jedi Holocron that Palpatine had acquired much earlier. Palpatine tried to kill them both and destroy a New Republic fleet with a Force Storm, but Luke and Leia were able to turn it back to Palpatine and destroy him.

### THE JEDI ACADEMY

Luke realized it was time to restore the Jedi Order. He began his search and found new candidates in the galaxy, from all walks of life. Knowing he will be unable at first to retain the traditions of the Jedi, he taught them all himself, as a single master with several students.

At the same time, Han Solo and Chewbacca are imprisoned on Kessel. They met a young man named Kyp Durrón, who has managed to survive many years on the prison planet. They escaped and discovered a hidden Imperial weapons research station in the Maw Cluster. They found a prototype Death Star and a small ship capable of destroying entire star systems, the Sun Crusher.

Kyp became a Jedi student under Luke, and in his impatience for learning, released the spirit of Exar Kun, and ancient Sith Lord, who built the Massassi Temples on Yavin IV. Kun attacked Luke and managed to separate Luke's spirit from his body, though the body does not physically die. In time, the other students of the Jedi Praxeum managed to defeat Exar Kun and restore Luke to his body. Kyp escaped with the Sun Crusher and used it to destroy the Imperial world of Carida. He realized his error that he was following the orders of a Sith Lord, he surrendered to Luke.

### EVENTS AT CORELLIA

Leia Organa-Solo, now Head of State of the New Republic, is invited to Corellia for a trade summit that would open Corellia's sector to galactic trade. She was on guard, as strange events developed which would lead to a mysterious group called the Human League taking over Corellia. It's leader, Thrackan Sal-Solo, is Han Solo's cousin. They demanded all non-humans leave Corellia and Corellia would secede from the New Republic.

Sal-Solo's forces set an interdiction field around the Corellian system. They threatened to use a powerful weapon which can cause stars to Supernova unless their demands were met. Leia went to Selonía, a sister world of Corellia to negotiate. The heroes soon discovered that the weapon is the ancient Centerpoint Station, and it was programmed to destroy another star system and millions of lives. The station was disabled by an unlikely hero: Anakin Solo, Han and Leia's youngest son. With his affinity to easily handle technology, he was able to disable the station without destroying it. Sal-Solo's forces were defeated and Sal-Solo was arrested.

### EMPIRE OF THE HAND

Agents of the Imperial Remnant attempted to sow deception with the Caamas Documents, which would implicate the Bothans as accessories to the destruction of the Caamasian race. And believed dead for years, Grand Admiral Thrawn returned, wreaking havoc at each system he encountered. Luke Skywalker and Mara Jade raced to find the truth and helped Leia Organa-Solo bring a resolution to the Caamas problem.

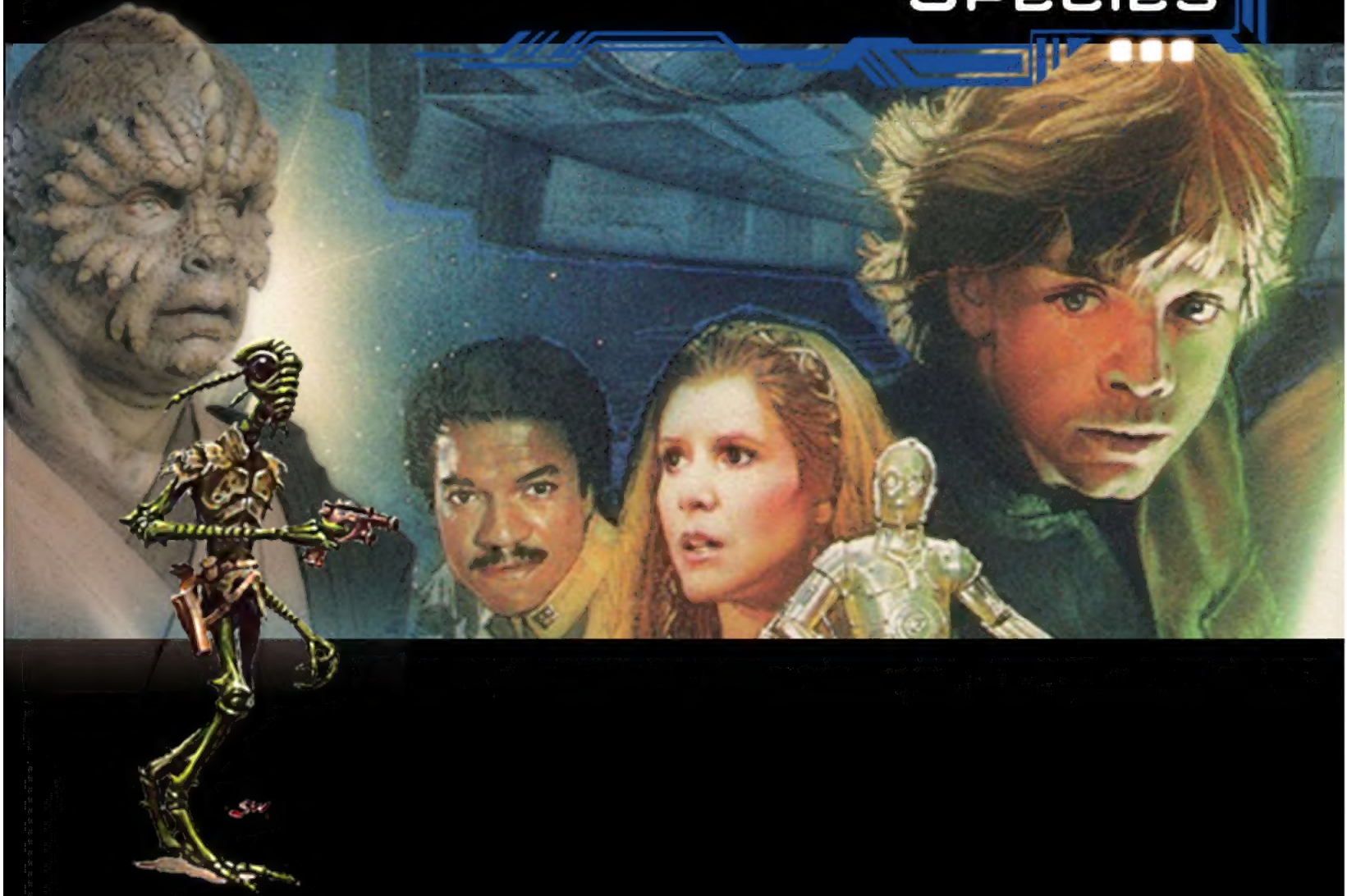
In time it was discovered that Grand Admiral Thrawn was a clever actor in disguise, being fed dialog and tactics by an Imperial Agent wishing to use the power of Thrawn to get Imperial control over the galaxy. It is also proven that the Bothans are not responsible for the destruction of Caamas. In time, peace and order was restored in the Galaxy.

### WHAT YOU NEED TO PLAY

You will need the Star Wars Roleplaying Game Saga Edition Core Rulebook to use this supplement. To get the most out of this book, you may need *Starships of the Galaxy*, *The Force Unleashed Campaign Guide* and *The Clone Wars Campaign Guide*.



# CHAPTER 1: SPECIES





The New Republic Era is a time of freedom and equality among all species. During this period, species from any era could be met, barring those who met extinction. New species were discovered at this time and contact was re-established with many others after the fall of the Galactic Empire. Many were instrumental in the rebuilding of the New Republic, and there were several species in positions of power throughout the galaxy.

A player may choose any species here as appropriate, except for the Hutts, which requires GM permission. Species in this book are appropriate in any era campaign, adjusted to fit the period as necessary.

## SPECIES CHARACTERISTICS

Your character's species determines some of his or her qualities.

Find your character's species on Table 1-1: Species Ability Adjustments, and apply the adjustments listed there to your character's ability scores. Use tables 1-2 and 1-3 on the next page to help determine age, height and weight.

TABLE 1-1: ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Arcona	+2 Cha, -2 Wis
Bimm, furred	+2 Dex, -2 Str
Bimm, near-human	+2 Cha, -2 Str
Elomin	+2 Int, -2 Cha
Firrerreo	+2 Con, -2 Wis
Gossam	-2 Str, +2 Dex, +2 Cha
Ho'Din	+2 Str, -2 Dex
Hutt	+2 Str or Con, -4 Dex, +2 to Int, Wis, or Cha
Kubaz	-2 Str, +2 Int
Ortolan	-2 Dex, +2 Con
Ranat	+2 Dex, -2 Int, -2 Cha

**TABLE 1-2: AGE BY SPECIES**

SPECIES	CHILD	YOUNG ADULT	MIDDLE ADULT	AGE	OLD	VENERABLE
Arcona	1-12	13-18	19-44	45-76	77-99	100+
Bimm, f	1-12	13-19	20-65	66-89	90-115	116+
Bimm, nh	1-12	13-19	20-65	66-89	90-115	116+
Elomin	1-5	6-12	13-40	41-70	71-85	86+
Firrerreo	1-15	16-25	26-60	61-89	90-119	120+
Gossam	1-9	10-13	14-44	45-62	63-74	75+
Ho'Din	1-11	12-17	18-49	50-74	75-89	90+
Hutt	1-70	71-90	91-650	651-844	845-925	926+
Kubaz	1-9	10-13	14-50	51-80	81-99	100+
Ortolan	1-5	6-11	12-39	40-54	55-70	71+
Ranat	1-4	5-8	9-26	27-40	41-54	55+

**TABLE 1-3: AVERAGE HEIGHT AND WEIGHT**

SPECIES	HEIGHT	WEIGHT
Arcona, male or female	1.85 m	65 kg
Bimm, furred	1.60 m	55 kg
Bimm, near-human	1.00 m	40 kg
Elomin, male or female	1.75 m	70 kg
Firrerreo, male or female	1.70 m	65 kg
Gossam	1.25 m	45 kg
Ho'Din, male or female	2.75 m	110 kg
Hutt	4.00 m	1500 kg
Kubaz, male or female	1.85 m	65 kg
Ortolan, male or female	1.40 m	55 kg
Ranat, male or female	1.00 m	40 kg

## ARCONA

Arcona hail from the world of Cona in the Teke Ro system in the Inner Rim. Originally not technically advanced, they embraced technology and exploration when Old Republic explorers discovered Cona. Living in family-based units, the males raise the children and keep the household and the

females are more outgoing, to the point of recklessness. It is known that Arcona are easily addicted to salt, and huge imports of the mineral were brought in, nearly crippling the local society and economy. Only aid from the Republic government made it possible for Arcona to control the issue. Arcona tend to refer themselves as one people, and speak of "we" before speaking of "me." They were strong supporters of Palpatine's New Order, whose policies fit in with the Arcona way of thinking.

**Personality:** Arcona are team players, and place the group before themselves. They are enthusiastic explorers, founding new colonies around the galaxy. They are comfortable using other's technology and integrating with galactic society. Females are far more adventurous than males. They also find it very easy to get addicted to salt, which is a hallucinogen to them.

**Physical Description:** Arcona are about Human-sized, about 1.8-2.0 meters tall. They have triangular heads, with large translucent green eyes. If they are addicted to salt, the eye color will change to golden. Though their eyes are large, their vision is poor. They have a diamond-shaped organ in their face to help them see by using heat. Their sense of smell is integrated with their taste organs on their tongue, giving them a very keen ability to smell. Their skin is dark brown to black, and they have sharp claws on their hands.

**Homeworld:** Cona in the Teke Ro system.

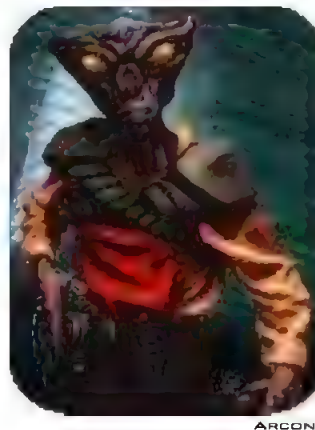
**Languages:** The Arcona speak Arconese and are capable of speaking Basic. They may be literate in both languages.

### Example Names:

Kodu Terrafin, Vegath Tist, Dutna Kelliv, Dutana Leara, Hem Dazon, Illist Mandrep, Kal Nkai, Shlith-Dan, Si Treemba.

### Adventurers:

Many Arcona are explorers, expanding the knowledge of the galaxy by discovering new systems. Some find the underworld lifestyle exciting, through their ubiquitous integration into galactic



ARCONA



society. Many Arcona are scientists, focusing their curiosity into more academic directions. Force-sensitive Arcona frequently become Jedi or discover other Force Traditions.

### ARCONA SPECIES TRAITS

Arcona share the following species traits:

**Ability Modifiers:** +2 Charisma, -2 Wisdom. Arcona are naturally curious and gregarious, but they fall into bad habits rather easily.

**Medium Size:** As medium creatures, Arcona have no special bonuses or penalties due to their size.

**Speed:** Arcona base speed is 6 squares.

**Thick Skin:** The Arcona has a thick skin to help protect him in his environment. He gains a +2 to his Fortitude Defense.

**Keen Smell:** Arcona sense of smell is integrated with their sense of taste. They receive a +2 Species bonus to their Perception checks.

**Automatic Languages:** Basic and Arconese.

### BIMM

The Bimm are a small species from the planet Bimmisaari. They are one of two species who call themselves Bimm. There is a near-human species who also call themselves Bimm and they both live in harmony as one people with a common culture.

It is believed the near-human Bimm settled Bimmisaari thousands of years before the events of the Galactic Civil War, whereas the original inhabitants evolved on the world. They share a common language, and they travel the spaceways as artists and merchants.

Each group of the Bimms had certain aspects of their societies attributed to each species. The furred Bimms are known as merchants, and consider a fair deal a very important thing. The near-human Bimms are the artists and musicians of their world. Generally, near-human



BIMM



BIMM

Bimms are more well-known in the galaxy, but many of both species are often seen.

**Personality:** Bimms are a friendly and welcoming people. They are peaceful and hospitable. All Bimms enjoy art, music and storytelling, though the near-human ones are the best at storytelling. Bimms love to haggle and have a good shopping spree. The greet people in a reception

line, quietly receiving each guest. They do not care for armed guests, and wish them to leave their arms aside during their visit.

**Physical Description:** Furred Bimm are small bipedal creatures with tan to black fur from head to toe. Their most notable feature are their long, pointed ears. They have long faces and black eyes. Each of their hands has three fingers and a thumb.

Near-human Bimm are much shorter in stature, standing around 1 meter tall. They are stocky and resemble normal human children in many ways. Adult males will typically grow a large beard.

**Homeworld:** Bimmisaari in the Halla Sector in the Mid Rim.

**Languages:** The Bimm speak Bimmini and are capable of speaking Basic. They may be literate in both languages.

**Example Names:** Ginder, Toki, Tollivar, Kadann, Vasnish Kay, Rayc Ryjerd.

**Adventurers:** The Bimms are a peaceful people and will be nobles and scouts before anything. The occasional harmless scoundrel may appear as well. Most Bimms seen in the galaxy will be merchants then artists and storytellers. Force-sensitive Bimms are possible and may become Jedi.

### FURRED BIMM SPECIES TRAITS

Furred Bimm share the following species traits:

**Ability Modifiers:** +2 Dexterity, -2 Strength. Bimm are nimble but not very strong.

**Medium Size:** As medium creatures, furred Bimm have no special bonuses or penalties due to their size.

**Speed:** Furred Bimm base speed is 6 squares.

**Sociable:** Bimm can get along with anyone, finding the common ground with the least common of people. When altering the attitude of an NPC, if successful, the Bimm may alter the attitude of the NPC one extra step toward friendly.

**Straight Dealer:** A Bimm is a hard, but fair haggler in a merchant deal. He may roll an opposed Perception check with an NPC to determine if the NPC is being honest in his deal with the Bimm.

**Defensive Fighter:** If the furred Bimm fights defensively, he may only take a -3 to his attack rolls to gain the +2 to his Reflex Defense. And if he makes no attacks in the round, he gains a +5 to his Reflex Defense.

**Automatic Languages:** Basic and Bimmini.

### NEAR-HUMAN BIMM SPECIES TRAITS

Near-human Bimm share the following species traits:

**Ability Modifiers:** +2 Charisma, -2 Strength. Bimm are friendly and personable but not very strong.

**Small Size:** As small creatures, near-human Bimm gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters those of medium creatures.

**Speed:** Near-human Bimm base speed is 4 squares.

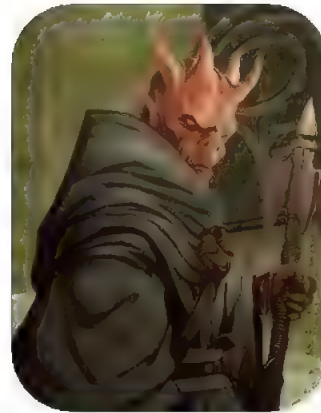
**Sociable:** Bimm can get along with anyone, finding the common ground with the least common of people. When altering the attitude of an NPC, if successful, the Bimm may alter the attitude of the NPC one extra step toward friendly.

**Storyteller:** The Bimm may use his wit and his skills to get out of a situation without violence. He may reroll a Persuasion check in order to get a better result. He must take the second result, even if it's worse.

**Automatic Languages:** Basic and Bimmini.

## ELOMIN

Elomin are horned humanoids from the planet Elom. It was once believed that the Elomin were a genetic offshoot from the Zabrak race, but it was determined that it was not true. Their horns are larger than Zabrak horns and their skin coloration ranges from red/orange to brown. They have hair



ELOMIN

behind their ears, which is meticulously groomed, since the Elomin are obsessed with personal hygiene.

Elomin are very concerned about putting order in their society, and they have a very strict regimentation of their people. They like to put structure and order into every aspect of their lives and way of thinking.

It was not known that the Elomin were not the only sentient species on their world. The Elom, who also share their world, lived largely underground and do not care to interact with other species. Only when the Elomin were enslaved by the Empire did they do anything, and that was to raid and rescue their neighbors. In the wake of the Galactic Civil War, the Elomin and Elom have more integrated their societies.

**Personality:** Elomin see other species as perpetrators of chaos, and in general do not get along well with others. They do well at tasks that are clear and methodical, such as piloting or being scientists. They will interact well with other species who share their thinking but are easily frustrated by others who do not follow ordered, logical ways of thinking.

**Physical Description:** Elomin are horned humanoids with red to brown skin coloration. They stand about 1.6-1.9 meters in height and tend to have the same build as humans or slightly lighter. Their eyes are red or black. They wear clothing that appears conservative in nature that is of a neutral color.

**Homeworld:** Elom in the Outer Rim.

**Languages:** The Elomin speak Elomin and are capable of speaking Basic. They may be literate in both languages.

**Example Names:** Barfin, Verrinnefra, Rennimdius, Monjai, Haninum, Te Corso, Laerron.

**Adventurers:** Elomin are good at disciplined pastimes, so make good pilots, scientists, or nobles. Elomin soldiers will likely be pilots or officers. Elomin Nobles will strive to bring order and discipline into their professions. They will not get along

well with scoundrels by their nature. Elomin Jedi tend to be Consulars. Elom also has religious teachings about the Force, so Force Adepts from Elom are possible too.

### ELOMIN SPECIES TRAITS

Elomin share the following species traits:

**Ability Modifiers:** +2 Intelligence, -2 Charisma. Elomin are naturally skilled but have great difficulty getting along with others.

**Medium Size:** As medium creatures, Elomin have no special bonuses or penalties due to their size.

**Speed:** Elomin base speed is 6 squares.

**Xenophobic:** Elomin have a -2 penalty to all Charisma-based skill checks dealing with members of other species. This does not include Use the Force checks. In addition, members of other species have a +2 to their DC with Charisma-based skill checks when dealing with Elomin. This does not include Use the Force checks.

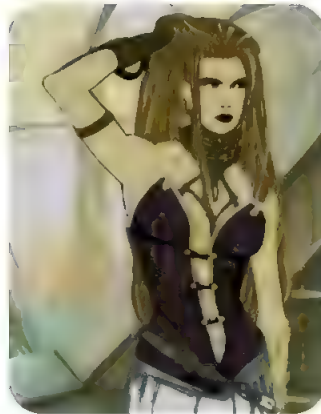
**Conditional Bonus Feat:** If the Elomin is trained in a specific Knowledge skill, he gains Skill Focus in that specific Knowledge skill for free.

**Automatic Languages:** Basic and Elomin.

### FIRRRERREO

The long-lived Firrerreo are a people from the planet Firrerre. They resemble humans but have a few differences to set them apart from others. Some Firrerreo have gold skin, which can turn silver if they are angered. Also, they have a nictitating membrane over their eyes, which helps them to see into the ultraviolet spectrum. Finally, their canine teeth are larger and more developed than humans.

An interesting belief among the Firrerreo is that if a person knows another's name, he has power over him by speaking his name. They call this concept "owning the name." They would take advantage



FIRRRERREO

of owning a name as often as they could. Firrerreo live in clans, and have little concern for people outside of their clan.

Before the Battle of Yavin, a Firrerreo named Hethrir and his mate became students of Darth Vader. He was eventually awarded the title Procurator of Justice and to prove his loyalty, he betrayed his own people, forcing many to be kidnapped for enslavement and murdering the rest. The imprisoned Firrerreo were discovered and rescued by efforts from Leia Organa-Solo. Those freed then settled on other worlds.

**Personality:** Firrerreo are a clan-based people, caring for themselves before others. They take opportunities if they can, such as the concept of "owning the name." They are a loyal people, and might face death before betraying those they care for.

**Physical Description:** Firrerreo are a near-human species, standing 1.6–1.8 meters in height. Some Firrerreo have golden skin, which will turn silver if they get angry. They have sharp canine teeth and special membranes over their eyes to give them a wider range of vision. Firrerreo are known to heal more quickly than humans.

**Homeworld:** Firrerre in the Sugai Sector in the Outer Rim.

**Languages:** The Firrerreo speak Firrerrese and are capable of speaking Basic. They may be literate in both languages.

**Example Names:** Hethrir, Rillao, Tigris.

**Adventurers:** Firrerreo, as near-humans, find themselves attracted to all ways of life. Firrerreo nobles will work hard for the group they represent. Firrerreo soldiers and scouts will do what they can to take advantage of terrain and tactics to ensure victory. Scoundrels will think of themselves, and gain as much information on their marks, to "own" them and have power over them.

### FIRRRERREO SPECIES TRAITS

Firrerreo share the following species traits:

**Ability Modifiers:** +2 Constitution, -2 Wisdom. Firrerreo are very healthy and heal quickly but their insight might fail them occasionally.

**Medium Size:** As medium creatures, Firrerreo have no special bonuses or penalties due to their size.

**Speed:** Firrerreo base speed is 6 squares.





**Fast Healer:** When healing naturally, the Firrerreo may add his Constitution modifier when calculating how many hit points he heals in a day. In addition, the Firrerreo adds double his Constitution modifier when calculating his Fortitude Defense.

**Ultraviolet Vision:** Firrerreo eyes see into the Ultraviolet Spectrum. They can discern details naturally that only a black light would normally reveal. The Firrerreo receives a +2 to any Perception check in daylight. This does not provide any bonuses in darkness or in places with no ultraviolet light.

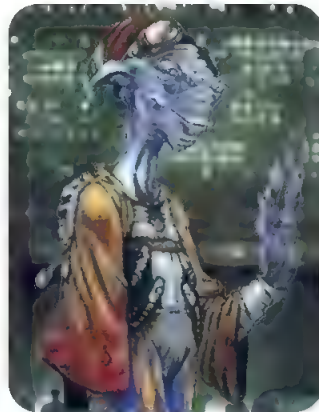
**Automatic Languages:** Basic and Firrerrese.

## GOSSAM

Gossams are a saurian species who come from the planet Castell. They are known as shrewd and cunning people. Most Gossam do not own their own land, as it is leased from the Commerce Guild for which many of them work. Few complained, fearing they would lose their place. Castell suffered a huge depression as a result of the taxation of trade routes before the ascension of Palpatine to Supreme Chancellor. Shu Mai, a Gossam, was made leader of the Commerce Guild and was personally responsible for bringing Castell out of the depression.

Gossam joined the Confederacy of Independent States but after Order 66, they were a large part of Whiplash, an underground resistance movement against the Empire. The world was enslaved and oppressed by the Empire for being part of the Separatist group. It would be years before Gossam recovered, after the Empire was defeated.

They frequently made off-world estates and resorts, such as on Felucia and Saleucami. Their products are inexpensive to make but they charge outrageous prices, making huge profits. All their dealings are done in this manner. They are shrewd negotiators, and will lie and cheat to get the best deal.



GOSSAM

**Personality:** Gossam are greedy and are willing to lie to make their deals. They appear calm and not easily excited. They wear lifts on their shoes so they would appear taller in negotiations with others. They like to work independently and not share in the spoils of their deals with others.

**Physical Description:** Standing slightly over one meter, Gossams are saurian bipeds with elongated heads on long necks. Their skin was wrinkly and blueish gray in color. They have long, three-fingered hands. They are concerned about their personal appearance.

**Homeworld:** Castell along the Perlemian Trade Route in the Colonies region.

**Languages:** Gossam speak the Gossam language and are able to speak Basic. They are literate in both languages.

**Example Names:** Shu Mai, Cat Minn, Min Cho, Xiri Gan.

**Adventurers:** Most Gossam are merchants and negotiators, belonging to the Noble class. They do have soldiers (Gossam commandos). Many Gossam can be found as scoundrels.

## GOSSAM SPECIES TRAITS

Gossam share the following species traits:

**Ability Modifiers:** -2 Strength, +2 Dexterity, +2 Charisma. Gossam are not strong, but they are nimble and personable. They are known to be shrewd hagglers.

**Small Size:** As small creatures, Gossam gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters those of medium creatures.

**Speed:** Gossam base speed is 4 squares.

**Hagglers:** Gossam are expert hagglers. They receive a +2 bonus to all Persuasion checks when haggling over prices for items or services.

**Automatic Languages:** Gossam and Basic.

## HO'DIN

The Ho'Din are a nature loving people who believe they evolved from plants. In truth, they are a reptilian species. They live in the trees of their homeworld, which is called Moltok in the Atrivis Sector. Their name translates to Basic as "Walking

Flower," a reflection of their nature worship which is called Dinante F'lr. The Ho'Din are known for their knowledge in botany and healing.

The Ho'Din lived mostly as a nature-embracing people. In 300 BBY, they began to industrialize their world and cut down massive tracts of forest to make room for factories and other technological improvements.

This backfired on them as a parasite which helped decay matter mutated and caused many Ho'Din to fall ill. They abandoned their factories and returned to the trees, reconnecting with nature and abhorring technology.

Their love for nature would turn the Ho'Din into a rich people, as their expertise with herbal medicine and terraforming became a valuable export for them. They exported Herbal teas and sent botanical experts to other worlds to help those who wished to create a garden spot or repair a world devastated by technology. Generally, Ho'Din keep to themselves and have little contact with the galaxy at large. Their involvement in political affairs is minimal.

**Personality:** Ho'Din are primarily lovers of nature and find technology generally repugnant. They involve themselves little with others, minding their own business. They tend to be self-conscious and are full of vanity, placing great value on personal appearance. They do not take criticism well.

**Physical Description:** The Ho'Din are a large, bipedal, reptilian race that stands 2.5-3.0 meters tall. They have large black eyes and suction cups on the tips of their fingers. Their hair consists of thick, red-purple strands which look like snakes. Ho'Din skin varies in color, but generally it is very bright in color. Their hair stalks have the ability to detect subtle temperature changes.

**Homeworld:** Moltok in the Atrivis Sector in the Outer Rim.

**Languages:** Ho'Din speak Ho'Din and are capable of speaking Basic. They may be literate in both languages.



HO'DIN

**Example Names:** Thrung Alewune, Baji, Iwo Kulka, Kutu, Meloque, Ism Oolos, Oojoh, Par'tah, Plee, Plett, Rutu, Skivvers, Spero, Brigantes Ustu, Yansan, Yarsroot.

**Adventurers:** Ho'Din who leave Moltok are usually scientists or doctors, specializing in natural or herbal medicine. Any job a Ho'Din takes will have little or no technology involved. Ho'Din scouts will be common, as well as Nobles. Ho'Din Jedi are possible, those tending toward Jedi Consular abilities.

### HO'DIN SPECIES TRAITS

Ho'Din share the following species traits:

**Ability Modifiers:** +2 Strength, -2 Dexterity. Ho'Din are strong because of their size, but it makes them less nimble as well.

**Large Size:** As large creatures, Ho'Din take a -1 size penalty to Reflex Defense and a -5 penalty to Stealth checks, and they gain a +5 size bonus to their Damage Threshold. Their lifting and carrying limits are double those of medium-sized creatures.

**Speed:** Ho'Din base speed is 6 squares.

**Cold Blooded:** Ho'Din are susceptible to cold temperatures because they are cold-blooded creatures. Their Damage Threshold is reduced by 5 in cold temperatures (below 10°C). This is in addition to any effects from cold environment as listed in the *Star Wars Roleplaying Game Saga Edition Core Rulebook*.

**Wilderness Bonus:** The Ho'Din gains a +2 species bonus to Knowledge (Wilderness Lore) checks and a +2 species bonus to Survival checks in the forest.

**Conditional Bonus Feat:** If the Ho'Din is trained in Survival, he receives the Skill Focus (Survival) feat for free.

**Automatic Languages:** Basic and Ho'Din.

### HUTT

Hutts are a large, gastropodic race from the world of Nal Hutta. The Hutts control a large region of space between the Mid Rim and the Outer Rim Territories. They are known best in the underworld and have a hand in every illegal activity in the galaxy from trafficking slaves to the spice trade.

Hutts are in a complicated system of family-based clans and a caste system superimposed upon that. They believe



they are superior to any other, which justifies their enslavement policies as well as their treatment of others, which is offensively disrespectful at worst to treatment as equals with those who are powerful and share their way of thinking.

The Hutts once had a large empire that stretched from the Tion Cluster to the Mid Rim, and they still control a large portion of that space today. They do not bow to any other political entity, and even the Galactic Empire had great difficulty maintaining relations with them. Largely, through negotiations and bribery, do the Hutts maintain their position in the galaxy, paying off those with greed and killing off those who cannot be paid off.

**Personality:** Hutts are incredibly selfish and arrogant beings. They have an innate sense of superiority over others, believed to be developed when they lived on their original homeworld of Varl. Hutts believe in indulging themselves, and there appears to be no excess that they are above trying. Being a long-lived species, Hutts like to plot and plan long-term schemes. A Hutt's loyalty is based on power; they are loyal only to themselves, unless a powerful entity can prove themselves to him. Even family is not immune to their ire. A Hutt is not above executing another family member.

**Physical Description:** Hutts are large, slug-like gastropods with small arms and hands, huge, bulbous eyes, and a wide, slit-like mouth. Hutts' skin color may vary, ranging from greens to yellows as well as blues and purples. Hutts are hermaphroditic, experiencing both male and female periods in their lifetime. Typically, to non-humans, a Hutt will assume a particular gender, regardless of what sex he is at the time.

**Homeworld:** Nal Hutta in the YToub system in the Mid Rim. They originated on Varl in the Ardos system in the Outer Rim.

**Languages:** Huttese is the language of the Hutts, which is also a major common language in the galaxy. Those who desire

may learn basic.

**Example Names:** Jabba, Borge, Durga, Gardulla, Rotta, Ziro.

**Adventurers:** Hutt adventurers are extremely rare. They do not like integrating with other members of galactic society unless they have to. Those who do will likely be Nobles or Scoundrels, drifting frequently to the Crime Lord prestige class. Hutts may be Force-sensitive and become Jedi, though only one has ever joined the ranks of the Jedi order.

## HUTT SPECIES TRAITS

Hutts share the following species traits:

**Ability Modifiers:** +2 Strength or Constitution, -4 Dexterity, +2 to one of the following: Intelligence, Wisdom or Charisma. Hutts vary in their natural abilities, and based on their upbringing or situation, will they exhibit a particular trait.

**Large Size:** As large creatures, Hutts take a -1 size penalty to Reflex Defense and a -5 penalty to Stealth checks, and they gain a +5 size bonus to their Damage Threshold. Their lifting and carrying limits are double those of medium-sized creatures. Hutts occupy a 2x2 space on a game map.

**Speed:** Hutts' base speed is 2 squares.

**Force Resistance:** The Hutts are very resistant to the Effects of the Force. They receive a +5 to their Will Defense against Mind-affecting Force Powers.

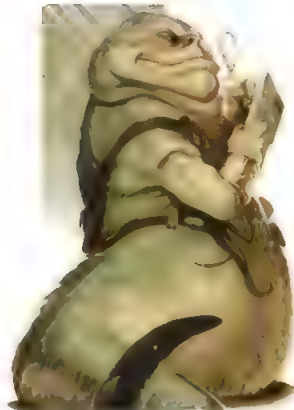
**Stability:** Due to their shape and size, a Hutt may not be knocked Prone in combat.

**Automatic Languages:** Huttese and Basic.

## KUBAZ

From the planet Kubindi come the Kubaz. They are an insectivorous race similar to Mustafarans in appearance. Their physiology is built for eating insects out of burrows, so they have heads with long snouts. Kubaz must wear eye goggles to protect their eyes from the emissions of red to yellow suns. Their home sun is a blue-white star, but solar flares forced many to move to new colonies which are more safer than their home.

Many agents were sent by their hives to different worlds to discover their habits, politics and cuisine. Frequently, their love of insects for food would lead them to buy the



HUTT



corpses of dead, sentient insectoid creatures as a delicacy. A lot of Kubaz act as spies for their people, or for others, if the price is right.

Though they were often spies, Kubaz are an intellectual species, and are refined connoisseurs of art, music and other forms of expression. They are highly educated and love tradition and history.

**Personality:** Kubaz are natural inquisitive, and wish to know as much about others as possible. In their culture, they are social and expressive creatures.

**Physical Description:** Kubaz are a bipedal species, with pointed heads and a long snout for eating insects. They have greenish-black skin and two-toed feet. They have sensitive eyes which they must keep shaded to keep them from being injured by certain suns.

**Homeworld:** Kubindi in the Calaron Sector in the Outer Rim.

**Languages:** Kubaz speak Kubazi, but are capable of learning Basic. They speak Basic with an odd, nasal voice. Also, they use a simple language of gestures to signify basic communication of information. They can teach others to use this system.

**Example Names:** Garindan, Rbann, Lorindan, Shuzz, Thwim.

**Adventurers:** Kubaz are very curious creatures. This leads them to being scoundrels and nobles before any other major profession. They belong to well-organized and intricate information networks. They also have their share of artists, musicians and historians. Force-sensitive Kubaz are possible.

### KUBAZ SPECIES TRAITS

Kubaz share the following species traits:

**Ability Modifiers:** -2 Strength, +2 Intelligence. The Kubaz is not very strong but is very knowledgeable and curious.



KUBAZ

**Medium Size:** As medium creatures, Kubaz have no special bonuses or penalties due to their size.

**Speed:** Kubaz base speed is 6 squares.

**Light Sensitivity:** If the Kubaz is not wearing his goggles, in normal lighting conditions, he takes a -5 penalty on attack rolls, skill checks and ability checks. In dim lighting conditions this penalty is reduced to -2. If the Kubaz is exposed to intense light, he is blinded for 2d6 hours. In this state, everything around him is presumed to have total concealment (see page 157 of the *Star Wars Roleplaying Game Core Rulebook*).

**Information Networking:** The Kubaz develops intricate information networks in order to gather intelligence in an area or about an individual. He may reroll all Gather Information checks and keep the better of the two results.

**Automatic Languages:** Kubazi and Basic.

## ORTOLAN

The Ortolan are from the frigid Orto in the Outer Rim. They are a small, blue skinned elephantine race with a fondness for good music and better food. They can smell food up to two kilometers away, developed as a result to the harsh Ortolan climate with a short growing season.

Their blue skin is not actually blue, but it's their fur which is naturally blue. They have learned the habit of dyeing their fur, which happened when they were sold a lot of food dyes. They didn't care about dyeing their food, but they discovered they could dye their fur. They can be quite decorated with many designs and shapes on their fur.

Ortolans are born with fully developed muscles and skeletons. Education is handled by parents. Special skills would be acquired by trading the Ortolan child to one who had the special skill. Ortolan economy is based on barter and trade, though they do use credits with off-worlders. They have industry and technology, but they are not as advanced as other worlds.

**Personality:** Ortolans are defined by two passions: Food and music. Most of their lives are spent in the pursuit of good food and music. As a result, many Ortolans met off-world will be chefs or musicians. Their group stability is based in part on how valuable the member's skills are to the group; Ortolans will push those they don't feel will fit into the group's



needs out of the group. They tend to obsess over things, which can lead to addictions and unusual behavior.

**Physical Description:** Ortolans are shorter than average creatures with a stocky appearance. They have long ears and snouts with an acute sense of smell. They have small, black eyes and suction-tipped fingers which they can use to absorb food. They typically have a blubber layer which helps them to survive in cold, harsh conditions. Their hearing ranges into the subsonic range.

**Homeworld:** Orto in the Sluis Sector of the Outer Rim.

**Languages:** Ortolan speak the Ortolan language and are capable of learning other languages. They have literacy in their language too.

**Example Names:** Max Rebo, Bedo, Eembek, Miebar, Nabkess, Ooben, Ruznee.

**Adventurers:** Ortolans can be found in a variety of occupations throughout the galaxy. The most common will be chefs and musicians. Nobles are very common among Ortolans, but Scouts, Soldiers and Scoundrels are all certainly possible. Force-sensitive Ortolans are possible and some have been Jedi.

#### ORTOLAN SPECIES TRAITS

Ortolans share the following species traits:

**Ability Modifiers:** -2 Dexterity, +2 Constitution. Ortolans are not naturally nimble but have robust health.

**Small Size:** As small creatures, Ortolans gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters those of medium creatures.

**Speed:** Ortolan base speed is 4 squares.

**Keen Smell:** Ortolans are naturally able to track creatures with their sense of smell. They receive a +2 species bonus to all Survival checks involving tracking a target by smell. They can smell a target up to 2 kilometers away.



**Intestinal Fortitude:** The Ortolan is used to a lot of different foodstuffs because of the harsh climate he lives in. He receives a +2 species bonus to Fortitude Defense.

**Foraging:** When foraging for food, the Ortolan receives a +2 species bonus to his Survival checks when looking for food in a wilderness environment.

**Automatic Languages:** Ortolan and Basic.

#### RANAT

Ranats call themselves *Con Queecon* in their own language, which means, "The Conquerors." It was believed that they were not sentient, but subsequent studies showed that they had language and culture, and were sentient. Because of their desire for Human flesh to eat, they were nearly wiped out by the colony they preyed upon for food. A few escaped on a freighter and crashed on the planet Aralia, where they re-established themselves as the local dominant people.

Ranats live in tunnels and warrens and are constantly burrowing new places. They raise their young communally. Though they are hostile to each other, they will coordinate to defend themselves from outsiders. Few are seen outside of Aralia. Ranats who are outside of Aralia tend to be in the darkest corners at the lowest levels of society.

**Personality:** Ranats are simple creatures which are driven by their base need to eat and survive. They are hostile, arrogant, treacherous, and self-serving. Many love to fight and will do what it takes to ensure their survival and get their needs met. They tend to not use technology, but they will horde gadgets and shiny trinkets.

**Physical Description:** The Ranat is a one meter tall rodent-like creature with sharp, incisor teeth which constantly grow. They are very flexible and are capable of squeezing into small places. They have durable claws which are excellent for burrowing, and their digits are opposable so they can hold and use objects.

**Homeworld:** Aralia in the Andron Sector of the Outer Rim.

**Languages:** Ranats speak Ranat and are capable of speaking Basic.

**Example Names:** Nitram Con Queecon, Reegesek, Rik-tak, Nevar Yalnai.

**Adventurers:** The Ranat are masters of the shadows and will be Scoundrels before anything else. They love to fight, and many will be Soldiers as well.

#### **RANAT SPECIES TRAITS**

Ranats share the following species traits:

**Ability Modifiers:** +2 Dexterity, -2 Intelligence, -2 Charisma. Ranats are nimble but have little to think about and do not get along with others.

**Small Size:** As small creatures, Ranats gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth



RANAT

checks. However, their lifting and carrying limits are three-quarters those of medium creatures.

**Speed:** Ranat base speed is 6 squares. He also may burrow underground at a speed of 2 squares.

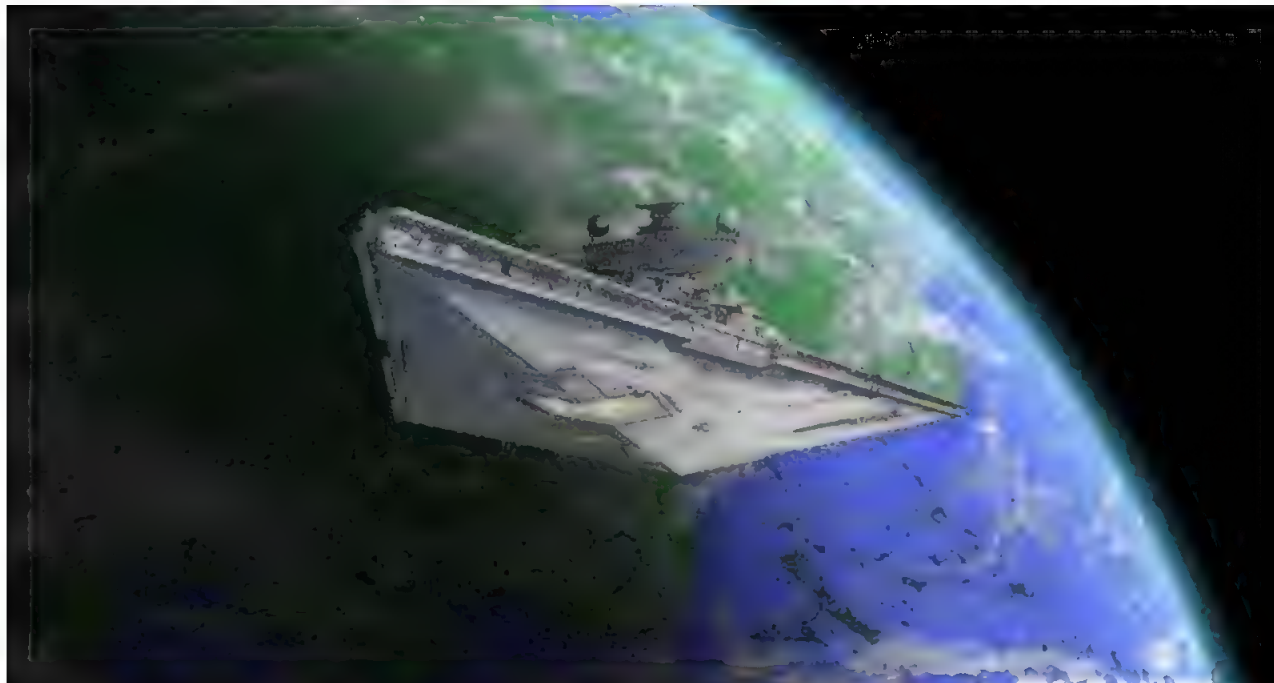
**Natural Weapons:** The Ranat may use his teeth as a weapon, causing 1d4 + Str piercing damage per hit. Using his teeth as a weapon does not provoke an attack of opportunity.

**Flexible Body:** A Ranat has a flat, flexible frame which can permit them to squeeze through objects too small for Small creatures but not too small for Tiny creatures. The Ranat may roll an Acrobatics check to fit into the Tiny space.

**Primitive:** Ranats do not gain Weapon Proficiency (pistols, rifles or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

**Darkvision:** The Ranat may be able to see in total darkness in black and white with detail.

**Automatic Languages:** Ranat and Basic.





## CHAPTER 2: HEROIC TRAITS





The New Republic Era is a time of changes. There are new opportunities, a new government, and a chance at a new life. The New Republic Senate reasserts its authority. Explorers push at the boundaries of the galaxy, looking for new places to settle, and new beings to encounter. Smugglers and criminals thrive in this environment, existing in the large vacuum left behind by the defeated Galactic Empire. Warlords and displaced Moffs carve out territory for themselves.

Heroes created during this era will have ties based largely on their origin. Many born in the New Republic will have some connection with the galaxy at large. The good thing about this era is a person can be born in the New Republic and be openly antagonistic toward it, enjoying freedom of speech and movement. Those born in other regions, or in the Outer Rim will be more limited. In the Imperial Remnant, non-humans will be far more limited in choices compared to New Republicans. It will take many years before the Empire becomes enlightened and loosens its hold on their non-human citizens. Hutt space is largely unchanged, evolving only as necessary to maintain its boundaries. A new faction on the rise during this period is the Hapan Consortium. An hereditary monarchy, this region is unique for being matriarchal in nature. Males in this society are secondary, used mostly for mating and lesser roles.

Another byproduct of the defeat of the Empire is the resurgence of Force users throughout the galaxy. No longer required to hide, Jedi and other Force Traditions operate openly and spread their teachings once again. Luke Skywalker reestablishes the Jedi Order on Yavin IV, with the opening of the Jedi Praxeum in the old Massassi temples there. The Dark Side no longer clouds everything.

## HEROES OF THE NEW REPUBLIC

Heroes rise to the occasion, showing what they're made of. Though galaxy-wide war is over, there is still conflict in many places, from the border skirmish to small-scale civil actions. Pirates raid trading fleets and the occasional ripe world. Warlords conquer their local region of space. The Dark Side of the Force lurks in the shadows, ready to corrupt the weak.

There are several themes involved in the New Republic era. Heroes created in this period may have these thoughts in mind when players put them together.

### WARLORDS AND PIRATES

With the decline of the Empire and the reemergence of the New Republic, pirates ply their trade in the power vacuum as police authority transfers from Imperial forces to local and Republic police units. The Sector Rangers come back into their own, bringing justice to places that hasn't seen justice in a long time. In some places, pirates are hard-pressed where new law enforcement has arrived, and thrive where Imperial enforcement disappeared.

Warlords expand their holdings during the New Republic era. That the fear of the Empire has diminished, petty dictators and former Imperials establish their own empires, serving themselves and spreading tyranny in their sectors of space. Individual worlds formerly allied with the Empire sometimes find themselves without defenses, or possibly turned upon by their former protectors. In remote regions far from Republic aid, planets fall and become enslaved by rogue despots.

A hero could be from one of these beleaguered worlds, as a Sector Ranger or militia member. He could be a senator petitioning the New Republic for aid. The hero could be a smuggler, shipping weapons to a local planet to help insurgents fight pirates. He could be from the warlord's forces, sick of oppressing the weak and hurting the poor.

### EXPLORATION

Exploration is an ongoing trade in the galaxy. During the New Republic era, exploration is done to expand the boundaries of the Republic, finding new resources and people to encounter. Scouts may find a job with any group or government interested in finding new worlds or trade routes.

Maintaining efficient trade routes is an important task for the Republic, for millions of worlds depend on products and services from around the galaxy. Shipping raw materials and finished goods is critical to make profit as a business. The Imperial Remnant uses scouts to find new worlds to colonize and expand their holdings. While in their weakened state, they are not in a position to retake the Republic. Scouts

also work for private companies and individuals, who require a new place to live, conquer, or do business.

Heroes who explore will primarily be scouts, but they need support and assistance from many other characters: Soldiers for defense, nobles for diplomacy, scoundrels for stealth, and Force users to understand unusual phenomena. They can work for anyone, from a single person to an entire government.

### POLITICS OF THE NEW REPUBLIC

The New Republic has many difficulties during this era. The first is to undo the policies of the Empire and restore trust in the central government once again. Second, they must win the respect of worlds who willingly allied with the Empire during the Dark Times and the Galactic Civil War. Third, the Republic must set forth new policies which will prevent atrocities like the ascension of Palpatine to not happen again. And they must do this while trying to become stable and capable of defending itself from outside threats.

Nobles, scoundrels, crime lords and military leaders will all have a say in how these things come to pass. And each group will want to ensure their security and favorable position in the New Republic Senate. The Senate is restored, and all are invited to take part in the rebuilding of the New Republic. There are budgets and special needs for each world involved in the process. Defensive security must be maintained against the Imperial Remnant, pirates and warlords who wish to strike at the Republic's weak defenses.

The politicians of the galaxy will likely be nobles first, with those specialized in diplomacy, criminal activity, or underhanded dealings. All are viable tools in a galaxy-wide state. But politicians need bodyguards, advisors and assistants who can "handle" things for them, without getting the politician's hands dirty.

### REBIRTH OF THE JEDI ORDER

When Anakin Skywalker fulfilled his Prophecy by destroying Emperor Palpatine, his son Luke had a large task before him: Rebuilding the Jedi Order. Luke was the last Jedi, and at the moment the only other he knew of was his sister, Leia.

At first, he did not take immediate steps to restore the Order. He did not feel ready, and he was not a Jedi Master like Yoda or Obi-Wan Kenobi. He resigned his commission as a



General of the New Republic and spent some time studying and learning what he could on his own. The Thrawn incident side-tracked him, with the efforts of Joruu C'baoth and Mara Jade to hinder his progress. His encounter with the reborn Palpatine galvanized Luke, making him realize that his learning was far from complete, but the need to restore the Jedi was more important than ever. If the Sith can be reborn as well, what could be happening at the moment?

He established the Jedi at the Massassi temples on Yavin IV. A well-known but out of the way place, he could find new students and teach them in the ways of the Force. And so he did.

Heroes associated with the Jedi can be young Force users themselves, under Luke's tutelage. They can be Jedi who were believed lost after the Clone War, and found Luke (or were found by Luke). They can be any of the support personnel at the temple, repairing broken equipment, serving meals, or flying supplies in from outside.

## HEROIC CLASSES

Each of the heroic classes from the *Saga Edition* core rulebook is presented here as it relates to the *New Republic* era. Each class update features new talents to existing talent trees, or wholly new trees. These talents can be used in other eras with your Gamemaster's approval.

### JEDI

The Jedi have returned. Luke Skywalker spent time training himself then reached out and searched for new Jedi to restore the order to its former strength. Heroes in the New Republic Era may come from any number of backgrounds. They could be failed padawans from before the Clone War. They could be refugees from Order 66. They could be young, Force-sensitive children opening themselves to the Force for the first time. They could be from any world. They could be any age.

The Jedi Temple is no longer on Coruscant. For a time, there was no temple at all. Eventually, Luke received permission to use the old Rebel base on Yavin IV as the new Jedi Praxeum. For the foreseeable future, this became the primary training facility for training Jedi in the Galaxy. Luke trained many new Jedi, and they spread through the Galaxy, serving the Republic once again.

## NEW JEDI TALENTS

The following talent is for use with the Jedi class.

### New Jedi Guardian Talent

The following new talent belongs to the Jedi Guardian talent tree (see page 40 of the *Saga Edition* core rulebook), which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Guardian talent tree can choose from this talent as well.

**Combat Sense:** The Jedi focuses on all his opponents around him, mentally highlighting each opponent involved in the combat. At the beginning of an encounter, the Jedi may roll a DC 20 Use the Force check. If he succeeds, he may adjust his initiative score by +/-5.

*Prerequisite:* Force Intuition.

## NOBLES

Nobles have returned to their previous status in the galaxy. Space Sectors were no longer run by Imperial Moffs and Governors. The New Republic Senate was back in power. Many existing senators returned to their original positions. New senators from new worlds joined the senate, and senators replaced those who were lost during the Galactic Civil War.

Mon Mothma, one of the architects of the Rebellion, hero of the Galactic Civil War, was chief of state. In time, she retired and Leia Organa Solo became chief of State. She maintains her seat until replaced by Borsk Fey'lya just before the Yuuzhan Vong invasion.

Nobles in the New Republic may come from virtually any background. They could be Old Republic senators resuming their job in the New Republic. They could be a new senator, taking a seat for a new member world, or replacing a dead senator. The hero could be a low level functionary of a senator or some other organization. He could possibly be a military officer.

## NEW NOBLE TALENTS

The following talents are for use with the Noble class.

### New Influence Talents

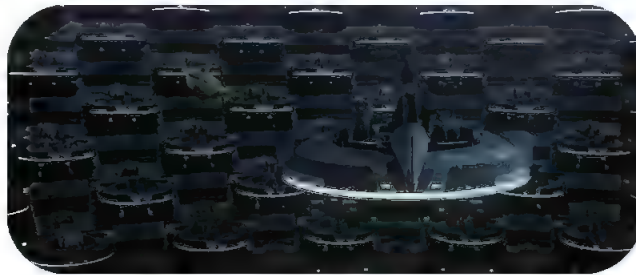
The following new talents belong to the Influence talent tree (see page 43 of the *Saga Edition* core rulebook), which are



available to members of the Noble class. Any character who can normally choose talents from the Influence talent tree can choose from these talents as well.

**Persuasive:** Nobles frequently are at the forefront of negotiations and must use their verbal skills to bring a favorable end to an encounter. The noble receives a +2 competence bonus to all Deception and Persuasion checks. He is also considered skilled at Deception and Persuasion if he's not trained in either or both skills.

**Conflict Is My Strength:** The Noble frequently tests his abilities against others in diplomacy. Whenever making a contested Deception or Persuasion check, the Noble receives a +2 circumstance bonus for the check. In the case of a tie in the contested roll, the Noble wins if he has this talent. If his opponent also has this talent, normal resolution rules apply to the opposed skill check.



THE NEW REPUBLIC SENATE IN ACTION

## SCOUNDRELS

Like any other era, the Scoundrel is at home in the New Republic. Scams and plots that work at other times are no different at this time. There is always a need for a person to fence stolen goods, slice into a secure computer system, or infiltrate an estate to obtain a valuable item.

Scoundrels have little concern who is in charge at the moment, living from day to day as they can, working for a living or off the back of some hard-working innocent. They will find the same stakes and loot as much as any other period in galactic history.

Scoundrel heroes are little different from others in other eras. They have the same motivations, typical backgrounds and methods of operation as any scoundrel will.

There are always smugglers, slicers, petty thieves, con men and a host of others willing to work underhandedly to achieve their goals.

## NEW SCOUNDREL TALENTS

The following talents are for use with the Scoundrel class.

### New Slicer Talents

The following new talents belong to the Slicer talent tree (see page 47 of the Saga Edition core rulebook), which are available to members of the Scoundrel class. Any character who can normally choose talents from the Slicer talent tree can choose from these talents as well.

**Light Side Slicer:** Some slicers work for the good of society and help protect computers' security from being compromised. You may give a computer a +2 to its Will defense in order to defend itself from having its attitude changed by a malicious slicer. If the attacking slicer fails his Use Computer check by 5 or more, the attitude of the computer moves two steps toward hostile to the attacking slicer.

**Crash And Burn:** A slicer may cause actual harm to a computer by sending a power feedback loop into its systems. The slicer needs to roll a DC 20 Use Computer check against the computer he's attacking. If he succeeds, the computer moves down 5 steps on the Condition Track and becomes disabled until it can be repaired. If the slicer is working remotely from another terminal or device, the DC becomes 30.

*Prerequisite:* Gimmick.

**Ghost In The Machine:** A good slicer covers his tracks and will never be detected on a network. When using the Use Computer skill to Access Information, Disable or Erase Program, Improve Access or Issue a Routine Command, he may make a DC 25 Use Computer check before making the command. If he succeeds, the computer will not know that access was granted and there will be no trace of the Slicer's invasion. A person monitoring the system will not notice the intrusion into the system. If the slicer fails at his Use Computer check, then normal rules apply for the Use Computer skill. If he fails by more than 10, then the computer will not only be aware, but immediately become Hostile to the Slicer.

## SCOUTS

In the New Republic era, Scouts are very busy at work exploring new worlds to colonize, re-establishing contact with lost worlds, and forging new hyperspace paths for trade. Every organization in the New Republic era uses scouts in some way.

Scouts always look over the horizon or off the map to find new adventure. They blaze the trail for others to follow, expanding Empires, exploring the unknown or providing critical intelligence to military organizations. Their curiosity and dedication provide the fuel to expand the known regions of the galaxy. Many scout heroes are like this.

### NEW SCOUT TALENTS

The following talents are for use with the Scout class.

#### New Hyperspace Explorer Talents

The following new talents belong to the Hyperspace Explorer talent tree (see page 28 of the Knights of the Old Republic Campaign Guide), which are available to members of the Scout class. Any character who can normally choose talents from the Hyperspace Explorer talent tree can choose from these talents as well.

**Regional Expertise:** The Scout has an intimate knowledge of the areas he's explored. Pick one of the major sections of the Star Wars galaxy (Deep Core, Core Worlds, Colonies, Inner Rim, Expansion Region, Outer Rim, Unknown Regions). When making Use Computer checks for Astrogation in the selected region, the DC to roll the Use Computer check is reduced by 5. In addition, the Scout may reroll a Use Computer check for Astrogation, but he must take the second roll, even if it's worse.

*Special:* This talent may be taken more than once, but with a different region each time.

**Hyperdrive Tinkerer:** Scouts frequently are working on their hyperdrives, keeping them maintained and in top condition, and tweaking them to enhance their performance. If the Scout fails a Use Computer check to Astrogate and the rerolled check results in a damaged ship (see page 237 of the Saga Edition core rulebook), the Scout may make a DC 20 Mechanics check in order to repair the Hyperdrive en route and arrive normally at the plotted destination. If he fails this check, the Hyperdrive becomes disabled and the ship

immediately drops from hyperspace at a random location determined by the GM.

**Hyperlane Mastery:** The Scout knows every meter of the major trade routes throughout the galaxy. Choose one of the major hyperlane routes through the galaxy (The Corellian Run, The Corellian Trade Spine, The Hydian Way, The Perlemian Trade Route, or The Rimma Trade Route). When the Scout makes a Use Computer check to Astrogate, the DC is reduced by 5. In addition, the Scout may take 10 on the check, even in conditions where he normally may not. If the Use Computer check is a failure, the Scout will automatically know and may attempt to try again.

*Special:* This talent may be taken more than once, but with a different hyperlane each time.

## SOLDIERS

Though Emperor Palpatine was destroyed and the Galactic Empire was defeated, soldiers are still needed in the preservation of the new peace. Warlords and petty kings still threaten the New Republic, along with the Imperial Remnant.

Soldiers are found on all sides of conflict, either through idealism, greed, or conscription. Depending on the nature of their recruitment, they fight well or terribly. Morale is based on treatment and availability of luxury resources, good food and pay.

Hero soldiers could be found anywhere, from any background. He could be from a devastated world, hiring himself out to bring money to himself or his family. He could be one who believes in the cause and volunteer to fight for his world. Or he may have been taken in the middle of the night and forced to fight against his will.

### NEW SOLDIER TALENTS

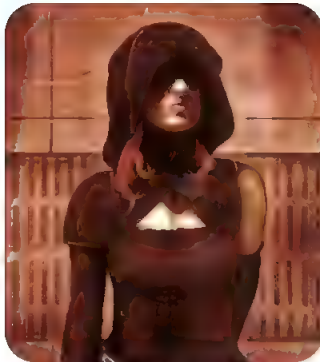
The following talents are for use with the Soldier Class.

#### Mistryl Shadow Guard Talent Tree

You are a member of the Mistryl Shadow Guard, a group of mercenaries from the planet Emberlene. You excel at stealth and hand-to-hand combat. You hire yourself out to help bring money to your devastated homeworld. You hire yourself out to anyone who wishes your services, though you will not associate yourself with the Galactic Empire or its Remnant.







MISTRYL SHADOW GUARD

**Mistryl Weapon Training:** The Mistryl Shadow Guard are trained to use a variety of weapons, depending on the missions they perform. The Mistryl Shadow Guard is considered proficient in hand claws, shock whips and zenji needles. They do not need to take exotic weapon proficiencies for any of these weapons.

**Mistryl Unarmed Combat:** The Shadow Guard may frequently find themselves relieved of their weapons and have to fight unarmed. Occasionally it is to their benefit that they do not carry weapons. When fighting unarmed, if they plan to stun their opponent, the Damage Threshold of the opponent is reduced by 5 for purposes of stunning. Also, in addition, they may use hand claws as natural weapons in unarmed combat.

*Prerequisite:* Martial Arts I

**Out Of The Shadows:** Mistryl Shadow Guards work in the darkness. When in combat, with proper concealment, the Mistryl Shadow Guard may make a DC 15 Stealth check to Hide. If it is successful, he may flank an adjacent opponent, without another character to be positioned to flank the opponent.

**Everyone Has A Face:** While on a mission, the Mistryl Shadow Guard frequently has to take on a disguise to get close to her objective. The Guard may make a reroll on Deception checks to wear disguises. She must take the second roll, even if it's worse. The Guard is considered skilled in Deception for this check.

## NEW FEATS

The new feats presented below are available in any era.

### CONFIDENT

You are naturally self-confident.

*Prerequisite:* Trained in Deception and/or Persuasion.

**Benefit:** You may reroll a Deception check to cheat in gambling or a Persuasion check to intimidate a target creature. You must take the second roll, even if it's worse.

### DECEITFUL

You are a master of fabricating a lie.

*Prerequisite:* Trained in Deception.

**Benefit:** You gain a +2 competence bonus to Deception checks. This stacks with other competence bonuses to Deception checks.

### INSIGHTFUL DIPLOMAT

You are in tune with your negotiating abilities.

**Benefit:** If you use a Force point to modify a Deception or Persuasion check, the die use is d8 instead of d6. This does not stack with other abilities that modify the Force point dice (such as *Strong in the Force*).

### JACK OF ALL TRADES

You are naturally able to perform many tasks.

*Prerequisite:* Intelligence 13

**Benefit:** You gain a +2 competence bonus to all untrained skill checks. This does not stack with other competence bonuses.

### LEARNED

You have much academic knowledge at your disposal.

*Prerequisite:* Intelligence 13

**Benefit:** All Knowledge skills are considered trained skills for you.

### OATHBOUND

You swear an allegiance to an organization. You are more dedicated in your work and are able to assist others in your organization more readily.

*Prerequisite:* An oath to an organization must be made.

**Benefit:** If you aid another in your organization, the bonus becomes +3. Also you receive a +1 bonus to attack rolls against foes who oppose your organization directly.

**Special:** You may have only one oath at a time. If you break your oath with your organization, you lose the benefit

of this feat. You may make a new oath to another organization to re-enable this feat. You may not take this feat if the organization you choose does not have some kind of binding oath. For more on organizations, please see page 58 of *The Force Unleashed Campaign Guide*.

### PERSEVERANCE

You are unbreakable during negotiations.

**Benefit:** During negotiations in a roleplaying encounter, you receive a +2 to your Will defense.

### QUICK READ

You can read a person very quickly just by looking at them.

**Benefit:** As a reaction, you may make a Perception check at DC 20 to aid in your Persuasion check. If you succeed at the Perception check, you may add a +3 to your Persuasion check in that round.

### UNASSUMING PRESENCE

You look average and unthreatening to most people.

**Benefit:** If you are unarmored and unarmed or your weapons are not showing (or hidden), you gain a +2 to Deception and Persuasion checks.

**TABLE 2-1: FEATS**

FEAT	PREREQUISITES	BENEFIT
Confident	Trained in Deception or Persuasion	Roll Deception to Cheat or Persuasion to Intimidate
Deceitful	Trained in Deception	+2 competence bonus to Deception checks
Insightful Diplomat	-	Use a Force Point and gain a d8 instead of a d6
Jack Of All Trades	Int 13	+2 competence bonus to all untrained skill checks
Learned	Int 13	All Knowledge skills are considered trained for you
Oathbound	Oath to an Organization	You gain bonuses based on your oath to an organization
Perseverance	-	You gain a +2 to Will Defense during negotiations
Quick Read	-	Make a Perception check to gain +3 on a Persuasion check
Unassuming Presence	-	If Unarmed gain a +2 to Deception/Persuasion checks
Bite Attack	Ranat	You gain a bite attack as a Ranat
Botanist	Ho'Din	You gain bonuses to Knowledge (Life Sciences) as a Ho'Din
Burrowing Flank	Ranat	As a Ranat, you may burrow to flank an opponent
Cold Resistance	Ortolan	You gain bonuses against hypothermia as an Ortolan
Committed	Arcona	You gain a +2 to Will Defense as an Arcona
Desert Native	Arcona	You gain bonuses against heatstroke as an Arcona
Elomin Force Adept	Elomin	Elomin may substitute Use the Force for Knowledge checks
Gossam Commando Training	Gossam	As a Gossam Commando, Armor and Weapon bonuses
Hand Gestures	Kubaz	You have a silent language you may communicate with
I Own Your Name	Firrerreo	You gain a bonus to Deception and Persuasion checks
Improved Natural Healing	Firrerreo	You can move up the condition track after an encounter
In Tune with the Force	Bimm	You gain an extra die when using a Force point
Insectoid Animosity	Kubaz	You gain +2 on attacks against insectoid species
Irrefutable Logic	Elomin	It is easier for you to change an NPC's attitude
Keen Hearing	Ortolan	You gain a bonus to Perception as an Ortolan
Keeping A Secret	Firrerreo	You gain a bonus to Will Defense against interrogation
Master Terraformer	Ho'Din	You gain a bonus to Treat Injury and Mechanics checks
Methodical Technician	Elomin	You may reroll Mechanics checks
Musical Genius	Ortolan	You get a reroll to changing NPC attitude with music

Natural Storyteller	Bimm	You gain a reroll to all Deception checks
Networking Contacts	Kubaz	You are a master of gathering information
Nimble Hands and Feet	Ranat	You may use our feet to use objects or weapons
Pacifist	Bimm	You gain a +2 to Will Defense
Poison Resistance	Hutt	You gain +5 to Fortitude Defense against poison
Regeneration	Hutt	You gain Fast Healing 5
Sentient Tech Affinity	Arcona	You gain a reroll to repair droids or AI
Shady Contacts	Gossam	It's easier for you to acquire Restricted or Illegal items
Tree Climber	Ho'Din	You receive a reroll to all climb checks
Underestimated	Gossam	You gain a bonus to your first attack roll in an encounter
Wide Frequency Vision	Hutt	You gain Darkvision
Core Worlds	Raised in Core Worlds	You gain a reroll to all Charisma-based skills
Colonies	Raised in the Colonies	Roll a DC 15 Knowledge check to find discounted goods
Inner Rim	Raised in the Inner Rim	You gain a reroll on Use Computer checks for Astrogation
Expansion Region	Raised in Expansion Region	You gain a +2 to Reflex Defense
Mid Rim	Raised in the Mid Rim	You gain a reroll to a chosen trained skill
Outer Rim	Raised in the Outer Rim	You gain Survival and Ride as trained skills
Unknown Regions	Raised in Unknown Regions	You may reroll Persuasion checks to Intimidate
Deep Core	Raised in the Deep Core	You gain d8s with a Force point when Astrogating

## NEW SPECIES FEATS

These are feats which can be used with the species listed here.

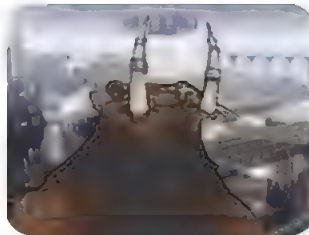
### BITE ATTACK

You may use a bite attack in combat.

**Prerequisite:** Ranat species.

**Benefit:** You gain a bite attack which you may use in combat to replace another attack. You are considered proficient with the attack for feats which could apply to this attack. The attack, if successful, does 1d4 + Str piercing damage per hit.

**Special:** This feat must be taken at 1st Level.



RANAT TUSKS ARE VERY USEFUL.

### BOTANIST

You are knowledgeable in nature and life sciences.

**Prerequisite:** Ho'Din species.

**Benefit:** You gain Knowledge (Life Sciences) as a class skill. In addition, you gain a +2 competence bonus to all Knowledge (Life Sciences) skill checks.

### BURROWING FLANK

You may flank an opponent by burrowing underneath him.

**Prerequisite:** Ranat species.

**Benefit:** If you start your turn adjacent to an opponent in combat, if the terrain may be burrowed in, you may burrow under your opponent to a square opposite of your starting point adjacent to the opponent and be able to perform an attack with a flanking bonus, even if you do not have an ally to flank the opponent. You must have an available move action and an available standard action to perform this action. The terrain must be usable by the Ranat with his burrowing speed.

### COLD RESISTANCE

You are able to tolerate cold weather longer.

**Prerequisite:** Ortolan species.

**Benefit:** If you are experiencing extreme cold (see page 254 of the SECR), you take no damage from hypothermia.



if the hypothermia attack roll misses you. Also, your Fortitude Defense has a +5 species bonus in extreme cold weather.

### **COMMITTED**

You do not give up under any circumstances.

**Prerequisite:** Arcona species.

**Benefit:** Because of your incredible Willpower, you gain a +2 species bonus to your Will Defense.

### **DESERT NATIVE**

You are at home in the desert.

**Prerequisite:** Arcona species.

**Benefit:** If you are experiencing extreme heat (see page 254 of the SECR), you take no damage from heatstroke if the heatstroke attack roll misses you. Also, your Fortitude Defense has a +5 species bonus in extreme hot weather.

### **ELOMIN FORCE ADEPT**

You are a student in the ways of the Elomin Force User.

**Prerequisites:** Elomin species, Force Sensitivity.

**Benefit:** You may use your Use the Force modifier instead of your Knowledge modifier to make specific Knowledge skill checks. If you have a reroll to your Knowledge check available, you may use your Use the Force modifier as well.

### **GOSSAM COMMANDO TRAINING**

You are trained by the Gossam Commandos, experts with heavy weapons and armor.

**Prerequisites:** Gossam species, Armor Proficiency (heavy), Weapon Proficiency (heavy weapons).

**Benefit:** When wearing heavy armor, your speed is not reduced. Also you may brace any weapon in autofire mode (that has an autofire mode available) which normally cannot be braced (for example, the heavy repeating blaster without a tripod or a blaster carbine with the stock folded).

### **HAND GESTURES**

You are fluent in the language of hand gestures used by the Kubaz.

**Prerequisites:** Kubaz species or Taught by a Kubaz and  
Int 12

**Benefit:** You are fluent in the Hand Gesture language of the Kubaz. You may silently communicate simple ideas, such as agreement, numbers, direction and so on. Higher concepts, such as emotions and philosophy, cannot be conveyed with this language.

### **I OWN YOUR NAME**

You know another's true name, and it gives you strength.

**Prerequisite:** Firrerreo species.

**Benefit:** If you know another character's true name, you gain a +2 species bonus to contested Deception and Persuasion checks.

### **IMPROVED NATURAL HEALING**

You heal injuries at an incredible rate.

**Prerequisites:** Firrerreo species, Con 14

**Benefit:** At the end of a combat encounter, you receive the effect of a recover action and move up one step on the condition track. If the condition is a persistent condition, this feat does not work until the persistent condition is removed.

### **IN TUNE WITH THE FORCE**

Your nature puts your spirit in harmony with the Force.

**Prerequisite:** Bimm species.

**Benefit:** When you use a Force point to enhance a skill roll, you gain one die more than you normally do for your level.

### **INSECTOID ANIMOSITY**

You instinctively treat insectoid species as inferior.

**Prerequisite:** Kubaz species.

**Benefit:** Insectoid species are treated as a food source on Kubindi. You gain a +2 on all attack rolls against insectoids.

### **IRREFUTABLE LOGIC**

Your arguments carry more weight because of your perfect logic.

**Prerequisite:** Elomin species.

**Benefit:** When you use Persuasion to change the attitude of an NPC, the penalty to the Persuasion check is treated as if the NPC were one step closer to Helpful than he



currently is. For example, a Hostile character would be treated as an Unfriendly character when resolving the Persuasion check.

### **KEEN HEARING**

You can hear a pin drop in the middle of a light fight.

**Prerequisite:** Ortolan species.

**Benefit:** Your hearing is very acute. You gain a +2 to all Perception checks regarding sound, and you may ignore concealment due to darkness as long as you can hear.

### **KEEPING A SECRET**

You are trustworthy not to reveal information.

**Prerequisite:** Firrerreo species.

**Benefit:** You can keep a secret. For purposes of resisting interrogation for information from you, you have a +5 to Will Defense.

### **MASTER TERRAFORMER**

Your knowledge of planetary science is unequalled.

**Prerequisites:** Ho'Din species, trained in Knowledge (Life Sciences) and Knowledge (Physical Sciences).

**Benefit:** Your training and education in the sciences make you knowledgeable in terraforming. As a result of this knowledge, you gain a +2 competence bonus to Treat Injury checks and Mechanics checks.

### **METHODICAL TECHNICIAN**

Your methodical ways give you an edge as a mechanic.

**Prerequisites:** Elomin species, Int 14.

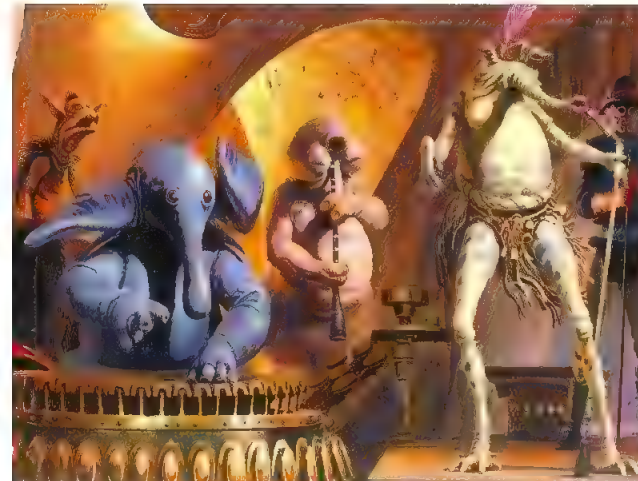
**Benefit:** You may reroll any Mechanics check and take the better of the two rolls.

### **MUSICAL GENIUS**

You are a natural entertainer and your music is something to remember.

**Prerequisite:** Ortolan species.

**Benefit:** Your music is popular and well-crafted. You play music (or sing) as part of your Persuasion check to change an NPC's attitude. You gain a reroll on Persuasion checks to change attitude and may take the better result.



MAX REBO AND HIS BAND ON TATOOINE

### **NATURAL STORYTELLER**

You are at home by the fireside, spinning tales of wonder.

**Prerequisite:** Bimm species.

**Benefit:** Your ability to tell stories off the cuff is remarkable. You gain a reroll to all Deception checks and may take the better of the two results.

### **NETWORKING CONTACTS**

You are adept at gaining information from other people you know.

**Prerequisite:** Kubaz species.

**Benefit:** You have a group of associates who help you get intelligence when you need it. Gather Information is a trained class skill for you. Also you receive a +2 competence bonus to all Gather Information checks.

### **NIMBLE HANDS AND FEET**

You are adept at handling objects with your hands and feet.

**Prerequisites:** Ranat species, Dex 16.

**Benefit:** You are as effective with your feet as you are with your hands. If your hands are bound or cuffed, you may still manipulate objects with your feet and make attacks with weapons held by your feet. Any checks made while using your feet are at -2 (either attack roll or skill check).

### **PACIFIST**

You avoid combat whenever possible.

**Prerequisite:** Bimm species.

**Benefit:** You are a pacifist. You desire to avoid conflict at any cost. You receive a +2 species bonus to your Will Defense.

### **POISON RESISTANCE**

Toxins have little effect on your body.

**Prerequisites:** Hutt species, Con 16.

**Benefit:** You are resistant to poison. You receive a +5 species bonus to your Fortitude Defense in order to resist poison. This has no effect against disease.

### **REGENERATION**

Your health is incredible – you heal damage at an incredible rate.

**Prerequisites:** Hutt species, Con 20.

**Benefit:** You may heal damage at an incredible rate.

You gain Fast Healing 5: You may heal 5 points of damage at the end of your turn, up to your maximum normal hit points.

### **SENTIENT TECH AFFINITY**

You are skilled with equipment or droids with an artificial intelligence.

**Prerequisite:** Arcona species.

**Benefit:** You gain a reroll to all Mechanics checks to repair droids or any equipment with an artificial intelligence or sentience and you may keep the better result.

### **SHADY CONTACTS**

You may acquire Black Market or illegal items more easily.

**Prerequisites:** Gossam species, trained in Gather Information.

**Benefit:** You gain a +5 competence bonus to all Gather Information check to find items from a black market. You may purchase these items and receive them in a timely manner (based on your location and how rare the item is) without worry of law enforcement. The cost to purchase the item will be 10% more than the face value of the item's black market price (see page 119 of the SECR) to facilitate the purchase.

### **TREE CLIMBER**

You are excellent at climbing.

**Prerequisites:** Ho'Din species, Dex 15.

**Benefit:** You receive a reroll to all Climb checks and may take the better of the two rolls.

### **UNDERESTIMATED**

Others misjudge you when they see you.

**Prerequisite:** Gossam species.

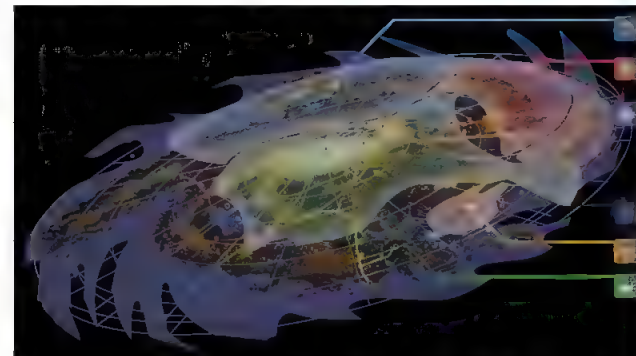
**Benefit:** At the beginning of a combat encounter, you gain a +2 species bonus to your first attack roll of that encounter. If you encounter the same creature or NPC in a later encounter, this feat will not be effective.

### **WIDE-FREQUENCY VISION**

You can see better than other Hutt.

**Prerequisite:** Hutt species.

**Benefit:** You gain Darkvision. You may ignore concealment (including total concealment) from darkness. You still cannot perceive colors in total darkness.



THE GALAXY OF THE NEW REPUBLIC

## **REGIONAL FEATS**

Regional feats are feats given to characters based on the location where the character grew up. People who are born and raised in different parts of the galaxy have different upbringings and attitudes from people in other regions. One who was born and raised in the Core Worlds region will come from an older background and probably be richer than someone from the Outer Rim. A character must have spent all



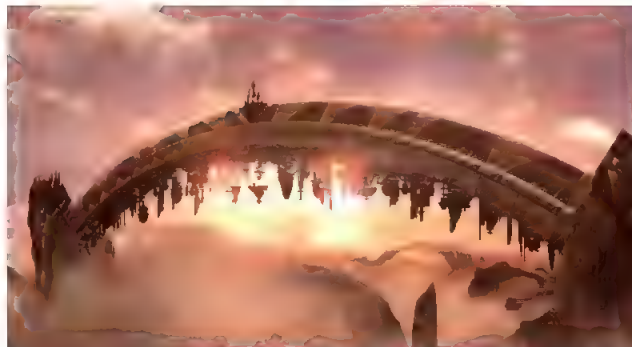
of his childhood to young adult in the region in order to receive this benefit. It is recommended that these feats only be granted at 1st level.

### CORE WORLDS

You were born and raised in the Core Worlds Region.

**Prerequisite:** Born and raised to Young Adult in the Core Worlds region.

**Benefit:** You were raised in the Core Worlds region by your family. You are used to quick connections, close resources and perks from the central government. You gain a reroll to all Charisma-based skill checks, but you must take the second roll, even if it's worse.



CATO NEIMOIDIA IN THE COLONIES REGION

### COLONIES

You were born and raised in the Colonies Region.

**Prerequisite:** Born and raised to Young Adult in the Colonies region.

**Benefit:** You were raised in the rich, industrial Colonies region of the galaxy. You see many worlds exporting riches to other parts of the galaxy. You are trained in Knowledge (Bureaucracy). Roll a DC 15 Knowledge (Bureaucracy) check to find equipment with a 20% discount. This does not apply to Military or Illegal equipment.

### INNER RIM

You were born and raised in the Inner Rim Region.

**Prerequisite:** Born and raised to Young Adult in the Inner Rim region.

**Benefit:** You were raised in the Inner Rim, for many centuries the edge of the known galaxy. You are trained in Use Computer. You may make rerolls on Use Computer checks for Astrogration and keep the better of the two results.

### EXPANSION REGION

You were born and raised in the Expansion Region.

**Prerequisite:** Born and raised to Young Adult in the Expansion region.

**Benefit:** You were raised in the Expansion region, the location of the many battles of the Alsakan Conflicts. As a result of living in the war-torn region, you gain a +2 bonus to Reflex defense. This bonus stacks with other bonuses to Reflex Defense.

### MID RIM

You were born and raised in the Mid Rim Territories.

**Prerequisite:** Born and raised to Young Adult in the Mid Rim Territories.

**Benefit:** You were raised in the Mid Rim Territories, where hard work can bring wealth and prosperity. Choose one of your trained skills. Your resolute and hard-working attitude grants you a reroll to that chosen skill, but you must take the second roll, even if it's worse. This feat may only be taken once.

### OUTER RIM

You were born and raised in the Outer Rim Territories.

**Prerequisite:** Born and raised to Young Adult in the Outer Rim Territories.

**Benefit:** You were raised in the Outer Rim Territories, the untamed outlands of the Republic. Many of the worlds of the Outer Rim are primitive and have little technology. You gain Survival and Ride as trained skills.

### UNKNOWN REGIONS

You were born and raised in the Unknown Regions.

**Prerequisite:** Born and raised to Young Adult in the Unknown Regions.

**Benefit:** You were raised in the Unknown Regions, where mystery surrounds every being and every event. You gain a reroll to any Persuasion checks to Intimidate and may keep the better result.

## DEEP CORE

You were born and raised in the Deep Core.

**Prerequisite:** Born and raised to Young Adult in the Deep Core.

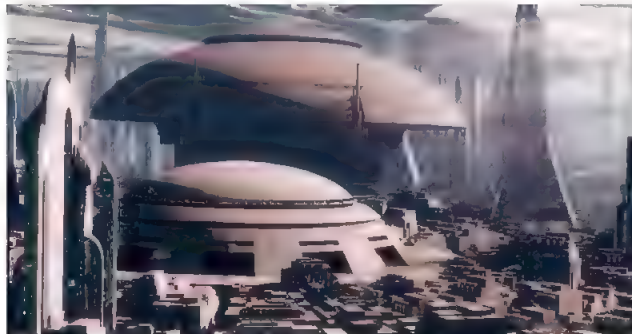
**Benefit:** You were raised in the Deep Core of the Galaxy. It is incredibly difficult to travel there and each world is largely alone in the greater galaxy. If you use a Force point to increase your Use Computer check to Astrogate, you gain d8s instead of d6s.

## GALACTIC SENATOR

The Senator is the symbol of democracy that the Republic and New Republic stands for. Each senator represents his world or a number of worlds to help gain their best interests in galactic politics. From the early days of the Republic over 25,000 years ago to the New Republic, the senator has bargained, lied, threatened or negotiated policy to perpetuate the Republic.

Senators come from all walks of life. Depending on the worlds they represent, senators may be soldiers, nobles, scoundrels or even former Jedi Knights. Whatever their origin, they all have one thing in common: They have the ability to negotiate. Some learn their skills as a natural talent. Some are rigorously trained. The result is roughly the same – senators use their voice and their personalities, much like soldiers use weapons or Jedi use lightsabers.

The fate of the galaxy may rest on the word of one senator. Galactic Representatives may also be represented here with the Galactic Senator prestige class.



THE SENATE BUILDINGS ON CORUSCANT

## EXAMPLES OF GALACTIC SENATORS IN STAR WARS

Bail Organa, Mon Mothma, Leia Organa Solo, Garm Bel Iblis, Lott Dod, Padme Amidala, Mas Amedda, Onaconda Farr, Borsk Fey'lya.

## REQUIREMENTS

To qualify to be a Galactic Senator, a character must fulfill the following criteria.

**Minimum Level:** 7th

**Trained Skills:** Perception, Persuasion or Deception.

**Talents:** At least one talent from the Jedi Consular, Influence, Lineage, Fortune, Misfortune, or Awareness talent trees (see pages 39-49 of the SECR).

## GAME RULE INFORMATION

Galactic senators have the following game statistics.

### Hit Points

At each level, galactic senators gain 1d6 hit points + their Constitution modifier.

### Force Points

Galactic senators gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

TABLE 2-2:  
THE GALACTIC SENATOR

LEVEL	BASE ATTACK		CLASS FEATURES
	BONUS		
1st	+0		Defense bonuses, talent
2nd	+1		Contact once/day
3rd	+2		Talent
4th	+3		Contact once/day
5th	+3		Talent
6th	+4		Contact twice/day
7th	+5		Talent
8th	+6		Contact twice/day
9th	+6		Talent
10th	+7		Contact three times/day

## CLASS FEATURES

The following are the features of the galactic senator prestige class.

### Defense Bonuses

At first level, you gain a +4 to your Will Defense and a +2 to your Reflex Defense.

### Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent may be selected from the Galactic Senator talent tree (presented below), the Influence talent tree (page 43 of the SECR), the Fortune talent tree (page 46 of the SECR), or the Misfortune talent tree (page 46 of the SECR). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

### GALACTIC SENATOR TALENT TREE



SENATOR VIQUI SHESH FROM KUAT

You are skilled with words and moving the minds of those around you to vote your way in the Senate. Your influence cannot be underestimated.

#### Diplomatic Poise:

Your calm and collected character are unflappable in any discussion over issues. Once per encounter, you may, as a reaction, add a +5 competence bonus to your Will Defense.

#### Living Memory:

Your recall of a fact or an event is photographic. Choose a specific Knowledge skill. With that skill, you may make a reroll of that skill check and keep the higher result. This talent may be taken multiple times, but with a different knowledge skill each time.

**Master of Will:** The force of your personality is unparalleled. In any contested Deception, Perception or Persuasion skill check, any ties are automatically given to the

player with this talent. If both players have this talent, whoever has the highest Charisma modifier will win. If those are the same, run the skill check normally.

**One Word, Two Meanings:** The senator is a master of words, making statements that mean two different things at the same time. You may use your Deception modifier instead of your Persuasion modifier to make Persuasion checks. You are considered trained in the Persuasion for purposes of this talent. If you are entitled to a reroll to your Persuasion checks, you may use your Deception modifier for the reroll.

**When the Veils Move:** Your ability to perceive motives and intentions is very accurate. If combat is about to begin, make a DC 20 Perception check. If you succeed, you gain a swift action before Initiative is rolled. You are also considered not flat-footed at the beginning of combat. Even if you fail the Perception check, you are still not flat-footed.

**Willful Senator:** The strength of your personality is incomparable. Once per encounter, as a reaction, you may use your Will Defense as your Fortitude Defense. This will also affect Damage Threshold until your next turn.

*Prerequisite:* Diplomatic Poise.

### Contact

Starting at 2nd level, you receive a contact who can perform skill checks for you when you are unable or have insufficient resources to perform the check. The contact has a skill modifier of 10 + one-half your heroic level. The contact is skilled in 2 skills + one-half your galactic senator class level. These are the only skills the contact may use for the senator. The contact is always assuming that he is taking 20 (even if the skill check does not permit the character to take 20). At 2nd and 4th level, the player may call on the contact once per day, at 6th and 8th level, twice per day, and at 10th level, three times per day. Each skill check takes the contact 1d6 times the skill check result in minutes.

## POWER BEYOND BELIEF

What follows is an article by Sterling Hershey about using ultra-powerful Sith Lords in Saga Edition. This information can be applied to any powerful Force user in the game. In the New Republic, we have Kyp Durron and Joruu C'boath, who both do some pretty epic things in their stories. I'm placing this



article here unchanged, to give a place for it, as it is currently unavailable online.

## **USING ULTRA-POWERFUL SITH LORDS IN SAGA EDITION**

by Sterling Hershey

Amazingly dark and devastating powers are the purview of some of the greatest Sith Lords of the Knights of the Old Republic era. They cheat death repeatedly. They devastate and consume entire worlds with a thought. They bend and twist the Force to their needs and desires as the dark side warps them into tools of its own. Average beings stand no chance of stopping these ultra-powerful monsters of the dark side. Only the greatest heroes may ultimately defeat them.

In the Star Wars Roleplaying Game Saga Edition, using such powerful characters presents many challenges to the Gamemaster and game system itself. This is especially true when balancing story issues with game mechanics. As a GM, how do you handle characters with powers that are far beyond those that the heroes possess?

In the Knights of the Old Republic Campaign Guide, the approach taken to adjudicating these powers uses a combination of story devices, Destiny Points, and existing talents, feats, and powers. In this article, we discuss this method. We also provide alternative ideas for GM who wish to apply similar abilities to their own villains by creating specialized mechanics.

### **Using Powers as Story Devices**

The true function of some ultra-powerful abilities is as a story device. Each Sith Lord's power is specific to that character, created through his or her unique circumstances and developed to suit specific plot points. They are unique powers, with no expectation of duplication by other Sith Lords. They are also not powers likely (or able) to be shared or taught to an apprentice.

Using a power as a story device gives GMs maximum flexibility in creating and using their own powerful Sith Lords. The power simply operates as required to fit the plot. However, it is important to realize that while these dark abilities are devastatingly powerful, they are also limited in scope. They

generally do not provide a great variety of powers; instead, they dramatically boost a single power or a limited number of related abilities.

Powers used as story devices should be more cinematic in nature and rarely used directly against the heroes. They are best used to shock, frighten, or horrify the heroes and drive the plot forward. If this type of power is used directly against the heroes, be prepared to allow them to make skill checks, make attacks, or use other abilities to escape or mitigate its effects. It should not be easy, requiring high skill DCs or even the use of a Force Point or Destiny Point.



KYP DURRÓN AND THE SUN CRUSHER

### **Using Destiny Points**

A second way to emulate an ultra-powerful ability is through the creative use of Destiny Points. This encourages creative descriptions that relate to the ability's main use. Since there are a limited number of Destiny Points, this automatically restricts the number of uses a given power has. This implementation works best with characters that fight against or otherwise interact with the heroes, where tighter integration with familiar mechanics may appeal to a player's sense of fair play.

Using Destiny Points is a great way to account for powerful abilities in combat. Scoring an automatic critical hit could be described as channeling a unique power instead of

making a simple blaster shot or lightsaber strike. An automatic miss could be described as the absorption of a vast amount of power or deflecting an attack miraculously through the Force, rather than the simple avoidance of an attack. The ability to act out of turn could emulate a character's amazing quickness on the battlefield or his ability to strike the heroes at an unexpected moment. Even using a Destiny Point to immediately gain 3 Force Points could be described in a manner that makes a character seem like he is rejuvenating himself in a mystical fashion, even though he may not use the actual Force Points until later in the encounter. The GM is under no obligation to specify the mechanics behind the effects during the game. However, she should consider doing so after the fact so that the players understand what is happening -- even if their characters do not.

Gamemasters may find it useful to combine this option with the story device method. The Sith Lord might gain the regular Destiny Point benefits or alternative benefits as dictated by the GM. While the story device provides the overall special ability and justifications for the existence of a power, using Destiny Points allows for limitations on that power. This can be especially useful for new GM characters that the heroes must ultimately defeat. After all, just because an ability is extremely powerful, that doesn't mean its use is unlimited. Over a long adventure or campaign, the heroes might battle an enemy many times, whittling away at his supply of Destiny Points until it is exhausted -- and the enemy is finally defeated.

### Examples in Play

Here are a few examples using these techniques, as applied in the Knights of the Old Republic Campaign Guide. Spoiler warning: If you have not completed the video game Knights of the Old Republic II: The Sith Lords, you might wish to skip these examples, since they contain some spoilers.

Darth Nihilus is literally a destroyer of worlds, powered by an insatiable hunger that drives him to consume greater and greater populations. While one may reasonably expect someone fallen to the dark side to employ Force lightning against a foe, no one expects a fleet of starships commanded by Sith Lords consuming entire planets. Nor would Nihilus tolerate such a rival and competitor for his

sustenance. Given the Sith Lord's unique background, it is not the type of ability that would be taught to an apprentice.

From a game mechanics point of view, there is little need to spend time developing rules and restrictions for such a unique power. It is a story device. From the GM's perspective, Darth Nihilus consumes a world when the plot requires it. However, lesser aspects of his terrible hunger might be used directly against the heroes. These abilities are better emulated by the use of Force talents, powers, secrets, and techniques. In



JORUSS C'BOATH, INSANE JEDI CLONE

this case, the GM should describe the use of such a talent, like Drain Force, in a manner that suggests that it is powered by his unnatural hunger.

As another example, Darth Sion embodies the unbeatable enemy. He's a Sith so vile that he channels his own anger through the Force to keep himself alive even though he should be dead. Thanks to his intense anger and pain, he literally holds his decaying body together through the dark side of the Force.

Darth Sion's continued existence is best described as a story device, rather than as a specialized Force power that requires constant rolls to keep Sion whole. However, even though the character may believe that his ability to escape death is nearly infinite, it is actually limited by his Destiny Points in an unusual way. When taking a final hit that would

normally kill him, he spends a Destiny Point to cause the attack to miss, and his story device background returns him to full hit points and the top of the condition track. Darth Sion cannot be defeated until his Destiny Points are exhausted. Once they are gone, he feels the loss of power, loses the will to fight, and begins to question his existence. From this point, he is susceptible to the Exile's attempts to persuade him to give up his life as a much-desired escape from his painful existence.

### Alternative Mechanics

In their home games, some GMs might wish to use mechanics that emulate a story device or unusual power beyond what regular Force powers, feats, talents, and class abilities already provide. A GM could create a new Force power, but that implies that the ability could be learned by other Force users, including the heroes. If that works for your campaign, and the limitations of using it in the Force power suite works for your character concept, it is an acceptable option.

However, these ideas usually involve abilities that are beyond the scope of a single Force power. In this case, the Special Quality comes into play. Special Qualities are normally reserved for special class features from prestige classes or for unusual abilities used by certain beasts that are not connected to a feat.

In this case, the GM could define the new powerful ability as a Special Quality and write a specific rule that dictates how the power operates every time. This is best used for a power that does not evolve or change over time. It is also expected that this is a narrowly defined mechanic. A power with multiple aspects might require several Special Quality descriptions.

For an example of a Special Quality that covers part of Darth Sion's abilities, here is one based on his similar ability in the Star Wars Miniatures Game:

**Eternal Hatred:** Whenever this character would be killed, make a DC 10 Wisdom check; if successful, this character is restored to full hit points and returned to the top of the condition track instead of being defeated.

### Heroes and Powerful Abilities

Inevitably, some Knights of the Old Republic fans and players will want to turn their PCs into ultra-powerful Force-using

characters. While the official products assume that the heroes act heroically, some GMs and players may wish to try a campaign or adventure based on the dark side or to create a character that requires redemption.

Allowing a player character to gain such powerful abilities poses all of the same difficulties as that of a GM character -- without the GM's direct adjudication of the power's use. Therefore, it is best to clearly define the extent of the power's use before play begins. Powers that function as story devices are probably the most difficult to craft and use. In that case, both the GM and the player must agree when the power could come into play. Powers based on Destiny Points would be the most limiting in terms of the amount of use. They are most easily used to enhance Force powers, talents, or similar abilities that already exist in the game. Special Qualities are easily the most adaptable option, allowing the GM and player to craft a specific power suited to the campaign.

However, there should be a cost to developing dark side abilities. It should be significant and impose a considerable penalty on the character's ability to accomplish other tasks. The severity of the cost and penalty should be proportional to the usefulness and extent of the creative power.

Disfigurement is the most obvious type of cost. Most powerful Sith Lords suffer some kind of major physical deformity or disfigurement. A character who takes on a strong power should suffer a similar fate. It should penalize one or more ability scores, including Charisma. For more on generating the look of a Sith character (whether a player character or a GM character), see the article Behind the Threat: The Sith, Part 2 (Editor's Note: Behind the Threat: The Sith, is an online article series that is currently unavailable online).

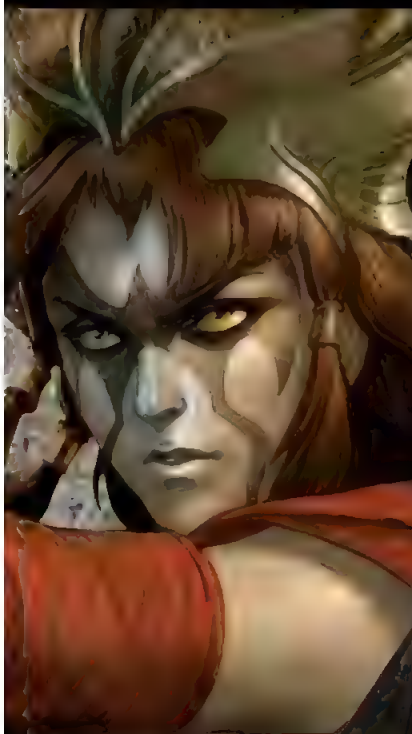
Fortunately, handling ultra-powerful characters is a rare occurrence in Saga Edition. Though they are beyond the scope of the average game, they make excellent villains and plot devices. Defeating ultra-powerful characters is also a worthy goal for any long-term campaign. They make effective antagonists for heroes of virtually any level, though only the greatest heroes may ultimately overcome them.





## CHAPTER 3: THE FORCE





It was said that Anakin Skywalker would bring balance to the Force. As Darth Vader, he destroyed Emperor Palpatine on the Second Death Star, ending his reign, and beginning the end of the Galactic Empire. Darth Vader realized there was good still inside of him, thanks to his son, Luke Skywalker. Anakin had not fully passed when Vader was created by Palpatine after the Clone War. And so the Prophecy was fulfilled. The Force was brought into balance.

Bringing the Force into balance did not destroy the Dark Side of the Force, but merely made it coequal with the Light Side. Luke realized this, and remembered one of the last things that Master Yoda told him: "Pass on what you have learned." Luke was the last Jedi. But he was not alone.

Throughout the Dark Times, several Jedi Knights and other Force sensitives escaped Order 66 and hid themselves from the Empire. Some continued to operate and defend the freedom of people against the Empire, while others hid and waited for a time when the Empire was defeated. Finally some Jedi left behind their past entirely and gave up the ways of the Jedi to pursue their own lives.

At first, Luke did not feel ready to restore the Jedi Order to its past strength and glory. He felt he needed to learn more in order to feel like a true master of the Force before taking on an apprentice of his own. In addition, he was very busy as an officer of the Rebellion, then the New Republic. He was promoted to General, and immediately after the Battle of Endor, went to Bakura to deal with the Ssi-ruuk invasion from the Unknown Regions. Then came the battle at Mindor, defeating Lord Shadowspawn.

Luke eventually discovered and recovered the wreck of *Chu'unthor* on Dathomir, finding many Jedi relics and records of Jedi training and philosophy. Then Grand Admiral Thrawn came into the picture and delayed everyone's plans, including Luke's plan to train his sister, Leia Organa Solo, as a Jedi.

When Emperor Palpatine was reborn, he put into place a plan to retake the galaxy. When Luke discovered this terrible new information, he went to confront the reborn Emperor. In the end, not even Luke was immune to the Emperor's temptations, and fell to the Dark Side as a new servant of the Emperor. It was Leia who saved Luke, bringing him back to the light, and helping him defeat the Emperor once and for all.

Luke had walked in the Darkness and was saved. He felt he had to begin his training of new Jedi. He searched for a location where he could train his new students, and with the blessing of the New Republic government, chose Yavin IV as the new location of the Jedi Praxeum. He called for volunteers and he went out searching for Force sensitives and Jedi hidden from the Empire. In time, he found some new apprentices and began training what would be called the New Jedi Order.

## FORCE POWERS

The following Force powers are available to any character with the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers expand the range of powers available to the Jedi and other Force-using traditions.

### CONTROL MIND [DARK SIDE]

You are able to control another person like an automaton. They must obey your commands. **Time:** Full-round action. **Target:** One creature within 6 squares of you and in your line of sight.

**Make a Use the Force check.** Compare the result to the target's Will Defense. If your check equals or exceeds your target's Will Defense, the target is bound to your will, and must do your bidding. This power cannot be used on droids or computers.

**Special:** This power is easier for Dark Side characters. If your Dark Side score is less than your Wisdom score, all targets of this power have +10 added to their Will Defense when you use this power. You can maintain the *Control Mind* power from round to round, extending the duration of the mind control. Maintaining the *Control Mind* power is a full-round action, and you must make a new Use the Force check each round. If you take damage while maintaining *Control Mind*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating.

### DIM SENSES

You make another's senses dimmer, making it harder for them to perceive their surroundings. **Time:** Standard action. **Target:** One living creature within 6 squares of you and in your line of sight.

**Make a Use the Force check.** Compare the result to the target's Will Defense. If your check equals or exceeds your target's Will Defense, the target's Perception modifier will be reduced. The result of the check determines the effect, if any:

**DC 15:** The target's Perception modifier is reduced by 2.

**DC 20:** As DC 15, but the Perception modifier is reduced by 5.

**DC 25:** As DC 15, but the Perception modifier is reduced by 10.

**DC 30:** As DC 15, but the Perception modifier is reduced by 20.

### ENHANCE ABILITY

You are able to increase your natural abilities with the Force. **Time:** Standard action. **Target:** You.

**Make a Use the Force check.** Choose one Ability Score to enhance. If you choose Intelligence, Wisdom or Charisma, you do not receive new languages, skills, feats or Force Powers, but any existing skills or Force Powers benefit from the ability increase. The result of the check determines the effect, if any:

**DC 15:** For the rest of the encounter, the chosen Ability Score is raised by 1 point.

**DC 20:** As DC 15, but the Score is raised by 2 points.

**DC 25:** As DC 15, but the Score is raised by 3 points.

**DC 30:** As DC 15, but the Score is raised by 4 points.

**Special:** If you choose to use this power a second time while this power is already in effect, the first effect fades and is replaced by the second effect.

### REMOVE FATIGUE

You can help others recover from fatigue, giving them new vitality. **Time:** Full-round action. **Target:** One living creature you touch.

**Make a Use the Force check.** The result of the check determines the effect, if any:

**DC 20:** The target moves up one step on the Condition Track.

**DC 25:** The target moves up two steps on the Condition Track.

**DC 30:** The target moves up three steps on the Condition Track.



**Special:** You may spend a Force Point to raise the target five steps up the Condition Track.

## FORCE TALENTS

Force talents work just like talents found elsewhere in this book and in the Saga Edition Core Rulebook. However, they are available only to characters with the Force Sensitivity feat (see page 85 of the Saga Edition Core Rulebook). Any time a character with the Force Sensitivity feat can select a talent, he or she can select one from any of the talent trees presented below. If the character is also a member of a Force-using tradition, he or she can also select from that tradition's specific Force talent tree.

### New Control Talent

The following new talent belongs to the Control talent tree (see page 101 of the Saga Edition Core Rulebook).

**Life Bond:** Choose one living creature with a Charisma score of at least 3. You make a permanent telepathic bond between the two of you. When using the Telepathy function of the Use the Force skill with this person, all Telepathy Distance DCs are reduced by 10. If both of you have the Life Bond talent, you are capable of having a telepathic conversation, relating complex information between each other. You may only have one Life Bond partner at a time. Typically it is a person very close to you, such as a spouse, life-long friend or family member. With the telepathic link, you may not share Skills, Feats, Talents or Force powers.

## THE JEDI ORDER

From its beginnings in the mists of history, the Jedi Order had never been as thoroughly reduced as by the Emperor Palpatine. Arguably Darth Revan and Darth Malak nearly obliterated the order, but the popular thought was in support of the Jedi. When Palpatine issued Order 66, he convinced the larger portion of the public that the Jedi were traitors and hurtful to the Republic. Many people were relieved the Jedi were destroyed, and thanks to Palpatine's propaganda, the rest of the galaxy believed that the Jedi were nothing more than myth.

It is not known how many survivors of Order 66 there were. No one knew where Master Yoda went, if he survived,

and only Bail Organa knew where Obi-Wan went. The other Jedi disappeared into the galaxy, fearful of being caught by the Empire's Inquisitors or jaded by their past and leaving their lightsabers behind forever.

Luke Skywalker, through his actions as a hero of the Rebellion, removed Palpatine from his throne, with the help of his redeemed father, Anakin Skywalker or Darth Vader. Very few know the actual events that occurred on the second Death Star; most believe that Luke killed the Emperor himself.

But another important factor in returning the Jedi Order to its previous status was the Rebellion and New Republic. A common saying among the Rebels was "May the Force be with you," tying their cause to the nobility and ideals of the Jedi Knights. Luke's connections to Leia Organa also helped, since she was a senior member of the Rebellion council and ultimately Minister of State for the New Republic. This gave Luke's quest to restore the Jedi Knights credibility, and a job for them when they were ready to return to their place as guardians of the galaxy.



STREEN, AS SEEN ON BESPIN

Luke had resources to train his new Jedi, but he lacked one thing the Old Republic had in abundance: Masters. He had to change some of the rules of the old order to fit in with the times and make things possible for him. Since at first he was the only master, he had to have multiple students,

unheard in Yoda's days. And Luke permitted his Jedi to have relationships and be married, if nothing else, to make more Jedi. This also reinforced that it was the power of love that helped to redeem Darth Vader. Luke also changed or made different policies, not knowing how the old Jedi Order worked, having no records to work from. Until discovering *Chu'unthor* on Dathomir in 8 ABY, he had no real knowledge of how to train Jedi, except from Yoda's direct teachings.

In 11 ABY, he began his search for new Jedi, with Lando Calrissian. Luke found the first student, Gantoris on a world called Eol Sha. Then he found Streen on Beshpin, who always heard "voices" in his head and exiled himself to a Tibanna refining platform to ease his pain. With these and several others, including Kieran Halcyon (Corran Horn in disguise), Kam Solusar, Tionne, Kyp Durrone, Dorsk 81 and others, the New Jedi Order was started.

## INFLUENTIAL FIGURES

### LUKE SKYWALKER, MASTER OF THE JEDI PRAXEUM



After the Battle of Endor, Luke Skywalker was kept very busy for the next few years, at first serving as a general in the New Republic at Bakura and Mindor, then retiring his commission and working on honing his skills as a Jedi Knight.

Luke is tested frequently, by temptation from the reborn Emperor Palpatine, to confrontation by the military genius and power

of Grand Admiral Thrawn. He is attacked and reluctantly allied by Mara Jade. He encounters the witches of Dathomir.

In time, Luke realizes he needs to heed the advice given to him years ago by Master Yoda: "Pass on what you have learned." With permission from the New Republic government, Luke established the Jedi Praxeum on Yavin IV. With the existing buildings of the ancient Massassi temples, he

built his New Order of Jedi Knights. He then went out to find new students, finding them from all walks of life.

#### Luke Skywalker

CL 15

Medium Human Jedi 7/scout 1/ace pilot 2/Jedi Knight 4/Jedi Master 1

Destiny 4; Force 12; Dark Side 3

Init +15; Senses Perception +14

Languages Basic, Binary, Huttese

Defenses Ref 32 (flat-footed 29), Fort 31, Will 30; Block, Deflect, Elusive Dogfighter, Evasion, Vehicle Dodge +1, Vehicular Combat

hp 141; Threshold 31

Immune fear effects

Speed 6 squares

Melee lightsaber +18 (2d8+11) or

Melee lightsaber +18 (2d8+13) with both hands or

Melee lightsaber +13/+13 (2d8+13) with Double Attack

Ranged blaster pistol +16 (3d6+7)

Base Atk +13; Grp +16

Atk Options Double Attack (lightsabers), Melee Defense, Severing Strike

Special Actions Djem So, Elusive Dogfighter, Redirect Shot, serenity, Shake it Off

Force Powers Known (Use The Force +19) farseeing, Force grip, mind trick, move object, rebuke, surge

Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 14, Dex 17, Con 14, Int 14, Wis 14, Cha 16

Special Qualities build lightsaber

Talents Block, Deflect, Djem So, Elusive Dogfighter, Evasion, Force Pilot, Redirect Shot, Severing Strike, Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Melee Defense, Shake it Off, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple)

Skills Endurance +14, Initiative +15, Mechanics +14, Perception +14, Pilot +15 (may Use the Force +19 instead), Ride +15, Survival +14, Use the Force +19

**Possessions** blaster pistol, cybernetic prosthesis, flight suit (+0 armor, +1 equipment), lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser), Jedi Robes

### LUKE SKYWALKER ENCOUNTERS

At this point in his career, Luke is an experienced and well-trained Jedi Knight. He is at the beginning of his tenure as a Jedi Master. Not fully sure how to train his students in the classical way without the resources of the original Jedi Order, he devises new methods which make it easier for him to handle many students at once.

Luke is a humble master, and is willing to take counsel from any source to help rebuild the Jedi to its former glory. He is willing to do what it takes to do the right thing, and knows his limits when it comes to facing the Dark Side of the Force. Though aged by the trials he's faced over the years, there is still the trace of the farmboy from Tatooine, filled with wonder at the mysteries of the universe.

### KYLE KATARN, JEDI INSTRUCTOR



Kyle Katarn was a graduate of the Imperial Academy at Carida. He took training as a Stormtrooper and learned of his father's death at the hand of the Empire. He defected to the Rebellion and became a solo agent for Mon Mothma, with Jan Ors as a Mission Officer.

He obtained the first Death Star technical readouts and forwarded them to Princess Leia aboard the Tantive IV. He then participated in the sabotage

and cancellation of the Dark Trooper project.

He learned of his Jedi heritage when visiting his home on Sulon after learning his father had a secret map to the Valley of the Jedi. Imperial Inquisitor Jerec got the map after extracting the knowledge from Jedi Knight Qu Rahn, a friend of Kyle's father. Kyle followed Jerec, facing the Dark Side of

the Force, Jerec's dark apprentices, then finally Jerec in the Valley of the Jedi.

He briefly fell to the Dark Side while exploring the ruins of Dromund Kaas, to be rescued by Mara Jade. He gave up his lightsaber for a time, taking it up again when the Valley of the Jedi came up in a mission briefing. Under the Dark Jedi Desann, the Empire found a way to imbue the Force on a non-Force sensitive, giving them power. Called the Empire Reborn, Desann and Imperial Admiral Fyyar moved to retake the galaxy. After much fighting, taken all the way to the Jedi Praxeum itself, Kyle defeated Desann and eventually became the combat instructor for the Jedi Knights.

#### Kyle Katarn

CL 14

Medium Human soldier 3/scoundrel 3/Jedi 5/Jedi Knight 3

**Destiny 2; Force 14; Dark Side 2**

**Init +15; Senses Use the Force +18**

**Languages** Basic, Huttese

**Defenses** Ref 29 (flat-footed 26), Fort 30, Will 28; Block, Deflect, Improved Skirmisher, Rebel Military Training  
**hp 167; Threshold 30**

**Speed** 6 squares, Running Attack

**Melee** lightsaber +14 (2d8+8) or

**Melee** lightsaber +14 (2d8+10) with both hands or

**Melee** lightsaber +12 (3d8+10) with Rapid Strike

**Ranged** Bryar pistol +15 (3d4+8)

**Base Atk +13; Grp +16**

**Atk Options** Devastating Attack (pistols), Point Blank Shot, Rapid Strike, Skirmisher

**Special Actions** Djem So

**Force Powers Known** (Use The Force +18) mind trick, move object, surge

**Force Techniques** Force Point Recovery

**Abilities** Str 15, Dex 17, Con 18, Int 12, Wis 14, Cha 13

**Special Qualities** build lightsaber

**Talents** Block, Deflect, Devastating Attack (pistols), Djem So, Force Perception, Greater Weapon Focus (lightsabers), Improved Skirmisher, Skirmisher, Weapon Specialization (pistols)

**Feats** Armor Proficiency (light, medium), Force Sensitivity, Force Training, Point Blank Shot, Rapid Strike, Rebel Military Training, Running Attack, Skill Focus (Use the





Force), Skill Training (Use Computer), Weapon Focus (lightsabers, pistols), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

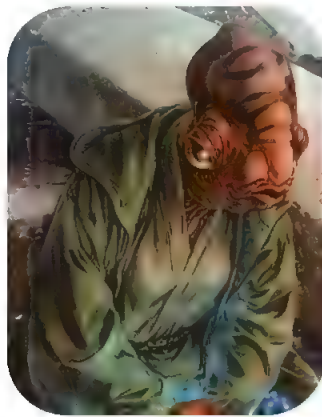
**Skills** Initiative +15, Knowledge (tactics) +13, Mechanics +13, Perception +11 (may Use the Force +18 instead), Pilot +15, Use Computer +13, Use the Force +18

**Possessions** Bryar pistol, lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

### KYLE KATARN ENCOUNTERS

Kyle Katarn is a strong, independent, confident person, but will carefully consider each action before taking it. He ensures that those he cares for are unaffected by his decisions. Deep down he has a fear of death and failure, coloring his thoughts, and giving him a dark sense of humor. Kyle frequently downplayed his mastery of the Force; as an instructor, he wished to be called Kyle instead of Master. He does not own Jedi robes, preferring his worn, everyday clothing.

### CILGHAL, JEDI HEALER



Cilghal is a Mon Calamari ambassador who happens to be the niece of Admiral Ackbar. She assisted Leia Organa Solo to help find Ackbar when he exiled himself after the accident on the planet Vortex.

In the ensuing battle that Ackbar led, Cilghal was able to predict which opponent would die. She was introduced to Master Luke and he sensed that she was powerful with

the Force. She was asked if she would like training as a Jedi. She accepted. In time she developed into a fantastic healer. She is also a competent Jedi Knight. She was one of the first graduating Jedi Knights under Luke's tutelage at the Praxeum on Yavin IV. She went on to be the primary healer for the Jedi, and in her service, cured Mon Mothma of an illness caused by nanomachines in her bloodstream.

### Cilghal

CL 11

Medium Mon Calamari noble 3/Jedi 5/Jedi Knight 3

**Destiny** 1; **Force** 9; **Dark Side** 0

**Init** +6; **Senses** low-light vision, Heightened Awareness; Perception +20

**Languages** Basic, High Galactic, Ithorese, Kel Dor, Mon Calamarian, Quarrenese, Rodese

**Defenses** Ref 24 (flat-footed 23), Fort 23, Will 26; Block, Lightsaber Defense

**hp** 78; **Threshold** 23

**Immune** drowning

**Speed** 6 squares, swim 4 squares

**Melee** lightsaber +10 (2d8+4)

**Ranged** by weapon +11

**Base Atk** +10; **Grp** +11

**Atk Options** Defensive Acuity

**Special Actions** Bolster Ally, Coordinate +1, Heightened Awareness, Lightsaber Defense

**Force Powers Known** (Use The Force +16) Force disarm, Force stun (2), mind trick, rebuke, vital transfer (may take 10 even when distracted or threatened) (3)

**Force Techniques** Force Power Mastery (vital transfer)

**Abilities** Str 9, Dex 13, Con 11, Int 14, Wis 16, Cha 12

**Special Qualities** breathe underwater, build lightsaber, expert swimmer

**Talents** Block, Bolster Ally, Coordinate, Defensive Acuity, Heightened Awareness, Lightsaber Defense, Soothe

**Feats** Force Sensitivity, Force Training (2), Linguist, Skill Focus (Gather Information, Perception, Persuasion, Treat Injury, Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Gather Information +16, Initiative +6, Knowledge (bureaucracy) +12, Knowledge (life sciences) +12, Perception +20, Persuasion +16, Swim +4 (may reroll but must keep the result of the reroll even if worse; may take 10 even when distracted or threatened), Treat Injury +18, Use Computer +12, Use the Force +16

**Possessions** Jedi robes, lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

## CILGHAL ENCOUNTERS

Cilghal is a quiet but confident character. She is very skilled as a healer and prefers to not harm others, if possible. But if necessary, she can and will defend herself. She is respectful of her friends and family and will help if she can.

## KYP DURRON



Kyp Durron was born on Deyer to politically active parents. When he was five years old, his parents and he were arrested and sent to Kessel by the Empire. Kyp spent many years on Kessel, mining spice with his parents until Moruth Doole took over Kessel from the Empire, accidentally killing his parents.

In 11 ABY, he met Han Solo and Chewbacca, and using his knowledge, helped them escape from Kessel. In time, he meets Luke Skywalker and is taken as a Jedi student when Luke discovers his Force potential.

Kyp learned well and quickly, moving much more quickly than his fellow students. He felt he was going too slow and resented Luke's training. He found the Sith temple built by Exar Kun thousands of years past when he sensed a disturbance in the Force. Kyp was then seduced by the Dark Side spirit of Exar Kun. Seeking revenge against the Empire, he acquired the Sun Crusher, a ship with a special torpedo which can destroy a sun and annihilate an entire solar system. The ship was first discovered at a secret Imperial facility in the Maw Cluster, then placed deep in the atmosphere of the gas giant Yavin. He set his first target as Carida, the Imperial Academy and destroyed the system. Unfortunately he killed his brother Zeth as a result.

Han and Chewbacca were able to catch up with Kyp and help him return to the Light Side of the Force. He destroyed the Sun Crusher by flying it into a black hole and escaping in a message pod. He returned to the Jedi Praxeum

on Yavin IV and began a long period of atonement and grieving for his brother.

### Kyp Durron

CL 8

Medium Human scoundrel 2/Jedi 6

Destiny 2; Force 6; Dark Side 3

Init +10; Senses Perception +12

Languages Basic, Huttese, Shyriiwook

Defenses Ref 21 (flat-footed 20), Fort 20, Will 23; Block, Deflect

hp 69; Threshold 20

Speed 6 squares

Melee lightsaber +11 (2d8+8) or

Melee lightsaber +11 (2d8+10) with both hands or

Ranged by weapon +8

Base Atk +7; Grp +9

Atk Options Point Blank Shot

Force Powers Known (Use The Force +18) battle strike, mind trick, move object, surge

Abilities Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 18

Special Qualities Bad Feeling, build lightsaber

Talents Block, Deflect, Force Pilot, Weapon Specialization (lightsabers)

Feats Bad Feeling, Force Sensitivity, Force Training (2), Force of Personality, Point Blank Shot, Skill Focus (Use the Force), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +13, Gather Information +13, Initiative +10, Mechanics +11, Perception +12, Pilot +5 (may Use the Force +18 instead), Stealth +10, Use the Force +18

Possessions lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser), Jedi Robes

## KYP DURRON ENCOUNTERS

Kyp is very young and impetuous. His incredible connection to the Force makes it very easy for him to master his Jedi techniques very quickly. He is a man of action and takes the battle to the enemy. As a result of his touching the Dark Side of the Force, he gets angry, but carefully controls himself so he doesn't fall again. He makes himself as useful as possible to



Luke, but tends to work alone or with his friend and fellow Jedi, Dorsk 82.

## THE DATHOMIR WITCHES



A DATHOMIRI WITCH

This order has largely unchanged in its 600 year history. They consider their Force use magic, though they know and understand the origin of their sisterhood. As members of the New Republic, they preferred to maintain their old ways. When Luke Skywalker first encountered the Witches in 8 ABY, there

were over twelve Dathomiri tribes, including the Nightsisters. By 11 ABY, there were only nine tribes. No one knows why. Clans were typically named after a local terrain feature. Some were typical Dathomiri Clans: Singing Mountain Clan, Frenzied River Clan, Misty Falls Clan, Red Hills Clan, Dreaming River Clan, Great Canyon Clan, Raining Leaves Clan, Broken Columns Clan, Bright Sun Clan, Red Mud Potters Clan, Blue Coral Divers Clan, Scissorfists Clan, Nightsisters.

The Witches frequently had to deal with oppressors over the years to ensure their survival. During the Clone War, the Nightsisters sent a male Dathomiri assassin to be Count Dooku's personal assassin. It was actually a failed plot for revenge made by the Witch assassin Asajj Ventress. After the Battle of Endor, Dathomir was occupied by former Imperial Warlord Zsinj. A shipyard was put in orbit around Dathomir's moon. It was not there long.

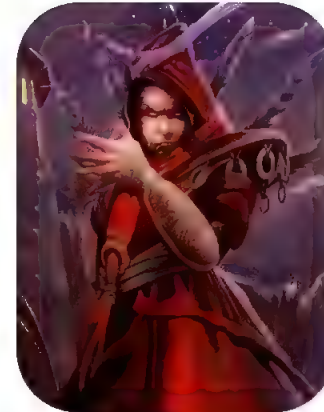
Each Dathomiri Witch clan had a fortified village near the landmark which named their clan. The original clans were led by daughters of Allya, the exiled Jedi who organized the Witches. She compiled her Jedi knowledge in what she called the Book of Law. As the clans splintered and went their separate ways, the Book of Law was altered by each clan to fit their point of view more accurately.

For more information on the Dathomiri Witches, please see page 107 of the *Star Wars Roleplaying Game* core rulebook.

## INFLUENTIAL FIGURES

### GETHZERION, NIGHTSISTER MOTHER

Gethzerion was a member of the Singing Mountain Clan of the Witches of Dathomir. She was exiled when she was caught in an assassination attempt of Augwynne Djo, the Clan Mother. They disputed over the Book of Law, written by their ancestor Allya. Gethzerion believed that the more powerful spells in the book weren't never to be used, but used only by the most skilled. She and fellow clan member Baritha left and reformed the Nightsisters, a dark clan of Witches which has appeared over the years, most recently during the Clone War.



Gethzerion did not fear the Dark Side of the Force, but embraced it. She didn't understand its effects or commitments like the Jedi. She also codified her beliefs in a mockery of the Witches' Book of Law, called the Book of Shadows. In time she gathered other exiles, by sparing anyone who would pledge loyalty to her, and made her clan strong.

Dathomiri Witches believed that their powers were released through the use of rituals. Gethzerion learned that the Force did not need rituals to be controlled and used. It gave her great power. An Imperial garrison arrived to occupy Dathomir and use it as a prison colony. Gethzerion volunteered the services of the Nightsisters to help control the prisoners. Gethzerion had ambition to leave the planet and spread her influence throughout the galaxy.

Emperor Palpatine sensed her in the Force and realized she could be a threat to him. He ordered the orbital facility around Dathomir to be destroyed, abandoning the Imperial troops on the planet. She met her match in Luke Skywalker, and fled him by jumping into a transport. She was killed when her ship was shot down when it reached orbit.



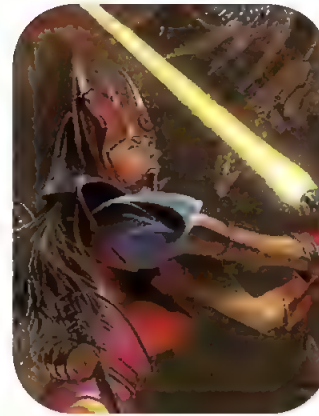
**Gethzerion, Mother Nightsister****CL 13**

Medium Human (old) scout 7/Force adept 6

**Destiny 0; Force 9; Dark Side 14****Init +18; Senses Perception +20****Languages Basic****Defenses** Ref 27 (flat-footed 25), Fort 27, Will 29**hp 118; Threshold 27; Dark Preservation****Speed** 6 squares**Melee** quarterstaff +10 (1d6+7) or**Melee** quarterstaff +10 (1d6+8) with both hands or**Melee** quarterstaff +0 (1d6+8) and quarterstaff +0 (1d6+8) or**Melee** knife +10 (1d4+7)**Ranged** by weapon +11**Base Atk +9; Grp +11****Special Actions** Adept Spellcaster, Aversion, Flight, Power of the Dark Side**Force Powers Known** (Use The Force +19) dark rage, farseeing, Force lightning, Force slam (2), Force storm (2), move object, plant surge**Force Techniques** Force Point Recovery, Improved Force Slam, Improved Force Storm (JATM)**Abilities** Str 12, Dex 14, Con 15, Int 16, Wis 14, Cha 16**Talents** Adept Spellcaster, Aversion, Charm Beast, Command Beast, Dark Preservation, Flight, Power of the Dark Side**Feats** Force Sensitivity, Force Training (3), Skill Focus (Initiative, Perception, Survival, Use the Force), Unstoppable Force, Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Climb +12, Initiative +18, Knowledge (galactic lore) +14, Perception +20, Persuasion +9 (may Use the Force +19 to change the attitude of a beast instead), Ride +13, Stealth +13, Survival +18, Swim +12, Use the Force +19 (may reroll as a full-round action but must keep the result of the reroll even if worse)**Possessions** Book of Shadows, comlink, knife, Nightsister Robes, quarterstaff**GETHZERION ENCOUNTERS**

Gethzerion is opportunistic and brutal. She wishes to have control over others and use her power to escalate herself among her peers. She is not unaware of the power of others and will flee to save herself if she can. She supports and aids

her clan members as long as they remain loyal to her and obey her wishes.

**KIRANA TI**

Kirana Ti was a member of the Singing Mountain clan of Dathomiri witches. She helped with the defense of her clan when attacked by the Nightsisters in 8 ABY. She helped to repel the attackers, but witnessed Teneniel Djo use the Dark Side of the Force to make a whirlwind to hurt the attackers.

Kirana was present in assisting Luke Skywalker to obtain Jedi relics and training materials from the *Chu'unthor*. She eventually left her husband and daughter to study the ways of the Jedi under Luke. She was one of the first to graduate under Luke. She was instrumental in helping remove the control of Exar Kun over Luke when he was in a near-comatose state. She was the spiritual focus of the Jedi students when Exar Kun was finally defeated. She was one of the four Jedi who fought the Leviathan at a mining colony. Kirana did not build her own lightsaber, using her friend Gantoris' weapon.

**Kirana Ti****CL 10**

Medium Human scout 4/Jedi 4/Jedi Knight 2

**Destiny 3; Force 8; Dark Side 0****Init +13; Senses Perception +14****Languages Basic****Defenses** Ref 25 (flat-footed 22, with Flurry 20), Fort 22, Will 24; Block, Deflect**hp 85; Threshold 22****Speed** 6 squares**Melee** spear +10 (1d8+6) or**Melee** spear +10 (1d8+7) with both hands or**Melee** lightsaber +10 (2d8+6) or**Melee** lightsaber +10 (2d8+7) with both hands or

**Melee** lightsaber +12 (2d8+7) with Flurry

**Ranged** blaster pistol +12 (3d6+5)

**Base Atk** +9; **Grp** +12

**Atk Options** Flurry, Instinctive Attack

**Special Actions** Adept Spellcaster

**Force Powers Known** (Use The Force +17) battle strike (2),  
Force blast, Force slam, Force whirlwind, surge

**Force Techniques** Force Point Recovery

**Abilities** Str 12, Dex 16, Con 11, Int 11, Wis 14, Cha 15

**Special Qualities** build lightsaber

**Talents** Acute Senses, Adept Spellcaster, Block, Charm Beast, Deflect

**Feats** Armor Proficiency (light), Flurry, Force Sensitivity, Force Training (2), Instinctive Attack, Skill Focus (Survival, Use the Force), Skill Training (Perception), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Endurance +10, Initiative +13, Jump +11, Perception +14 (may reroll but must keep the result of the reroll even if worse), Persuasion +7 (may Use the Force +17 to change the attitude of a beast instead), Ride +13, Survival +17, Use the Force +17 (may reroll as a full-round action but must keep the result of the reroll even if worse)

**Possessions** blaster pistol, lightsaber, spear

### KIRANA TI ENCOUNTERS

Kirana comes from a female-dominated society. She is willing to sacrifice much to accomplish her goals, giving up her husband and child to become a Jedi Knight. Kirana is a passionate warrior and puts her all into her work. She makes friends easily, and Streen is one of her best friends.

## THE JENSAARAI

The Force-users who make up the Jensaarai walk a fine line between light and darkness. Tainted by the Dark Side by the group's fallen leader, Nikkos Tyrus, the Jensaarai were led astray by some of his statements which were untrue: That the Jedi were steeped in Darkness and the Sith were defenders of the Light and Obi-Wan Kenobi was viewed as an evil monster and Darth Vader was a hero.

However, the Jensaarai are not all Dark-side Force-users. There are several who are still in the light, and use the teachings of the Jensaarai to use aggression without falling to



A JENSAARAI DEFENDER

the Dark Side. The son of the widow of one of the fallen Jensaarai was not fallen when he went to help Darth Vader to find escaped Jedi from Order 66. Vader sensed the Light Side and cut down the young man where he stood.

Only when Luke Skywalker and Corran Horn encountered the group and showed them the truth of the Jedi and the Sith did the Jensaarai find themselves in error. Some went to join Luke's Jedi on Yavin IV, to learn more. But the order remained intact, using a proper balance between light and darkness.

For more information on the Jensaarai, please see pages 106-107 of the *Star Wars Roleplaying Game* core rulebook.

## NEW JENSAARAI TALENTS

### New Jensaarai Defender Talents

The following new talents belong to the Jensaarai Defender talent tree (see page 107 of the Saga Edition core rulebook).

**Armor Lord:** When calculating your reflex defense while inside your attuned armor, you may now add your full armor bonus to your Reflex Defense.

**Prerequisites:** Armored Defense, Armored Skin, Armor Mastery, Attune Armor, Improved Armored Defense

**Armor Mastery:** When calculating your Reflex Defense, you may add the Equipment bonus to Fortitude defense listed from your armor (if any). In addition, the armor in which you are attuned is considered one category lighter than normal and provides a damage Reduction of 2.

**Prerequisites:** Armored Skin, Attune Armor

**Armored Skin:** You never get fatigued from wearing this armor for long periods of time, or from sleeping in armor you are attuned to. As a full round action, you may spend a Force Point to permanently increase your maximum dexterity bonus from a set of armor you are attuned to by +3. In addition your base speed is never reduced below your normal movement from wearing heavier armor.

**Prerequisite:** Attune Armor

## INFLUENTIAL FIGURES

### THE SAARAI-KAAR, MASTER OF THE JENSAARAI

*Saarai-kaar* means "keeper of the truth" in the Sith language. The Sith believed there could only be one Saarai-kaar. The Jensaarai believe the same thing. The Saarai-kaar is the leader of the Jensaarai. Originally Nikkos Tyriss, after he was killed, a widow of one of the slain Jensaarai became the Saarai-kaar.

Her true name is not recorded. When Luke Skywalker and Corran Horn met her in 11 ABY, she refused to believe the truth that they tried to give her, which went against Nikkos' teachings. Corran's friend Elegos A'Kla, used his special ability

as a Caamasi to share his memories to convince the Saarai-kaar of the truth. When an accord was reached between the Jedi and the Jensaarai, the Saarai-kaar permitted some of her people to train with the Jedi on Yavin IV.

The Saarai-kaar CL 15

Medium Human Jedi 5/  
Soldier 3/Force Adept 7

**Force** 13; **Dark Side** 4

**Init** +9; **Senses** Perception +9

**Languages** Basic, Susevfi

**Defenses** Ref 39( flat-footed 37), Fort 30, Will 31; Block, Deflect

**hp** 114; **Threshold** 30;

**Damage Reduction** 2

**Speed** 6 squares

Melee lightsaber +16 (2d8+8)

or

Melee lightsaber +11/+11 (2d8+8) with Double Attack

or

Melee lightsaber +14 (3d8+8) with Rapid Strike or

Melee lightsaber +9/+9 (3d8+8) with Double Attack and Rapid Strike

**Base Atk** +13; **Grp** +14

**Atk Options** Cleave, Double Attack (lightsabers), Rapid Strike

**Force Powers Known** (Use The Force +14) Battle Strike (2), Mind Trick, Move Object, Negate Energy (2)

**Force Techniques** Force Point Recovery, Improved Force Trance, Improved Sense Force

**Abilities** Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 14

**Special Qualities** build lightsaber

**Talents** Armor Mastery, Armored Defense, Armored Skin, Attune Armor, Block, Deflect, Force Cloak, Force Cloak Mastery, Improved Armored Defense

**Feats** Armor Proficiency (light, medium), Cleave, Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Power Attack, Rapid Strike, Weapon Finesse, Weapon Proficiency (lightsabers, simple)

**Skills** Acrobatics +14, Endurance +13, Initiative +9, Perception +9, Use the Force +14





**Possessions** Jensaarai cortosis weave armor (+8 armor, +2 equipment; as battle armor with helmet package, lightsaber (self-built), robes, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

### SAARAI-KAAR ENCOUNTERS

As a widow of a Jensaarai, she feels bitter to his killers. She has a sense of responsibility when she took the mantle of Saaraikaar. Walking the line between the Light and Dark, she is a passionate defender of her people, doing what is necessary to protect those she cares for. But she is not blind, willing to listen and learn the truth from others.

### THE FALLANASSI

From their hidden home on Lucazec, to leaving their last home on J't'p'tan, the Fallanassi are peaceful followers of the White Current, their view of the Force. Generally, the Fallanassi adhere to peaceful principles, using their abilities to defend themselves in non-violent ways.

Their current leader is Wialu, and has led the group since the Rise of the Empire. She has kept the group secret for many years and intends to keep those secrets from anyone who is not a member of the group. The Fallanassi hold individuality as important and that authority is an illusion; people should not hold power over others.

For more information on the Fallanassi, please see pages 76-77 of the *Jedi Academy Training Manual*.

### INFLUENTIAL FIGURES

#### WIALU, LEADER OF THE FALLANASSI

Wialu has been the leader of the Fallanassi since the days before the Clone War. She built up the group to a strong following in the days of the Old Republic. She was able to convince her people that maintaining the Fallanassi secrecy was important. They used their powerful ability to make Force illusions to hide themselves from the galaxy at large. Their location on Lucazec was known to none. However, Darth Sidious, as Palpatine, knew of their existence and used a Fallanassi traitor to gain information from them. When he was proclaimed Emperor, he moved against the Fallanassi.

Wialu and her people fled to J't'p'tan, in the Koornacht Cluster, and hid themselves among the H'kig monks there. The Fallanassi used their powers to create an illusion to protect the Temple of the Infinite Spirit in exchange for sanctuary. There they lived until about 16 ABY. Akanah, the daughter of the Fallanassi traitor, Talsava, brought Luke Skywalker to J't'p'tan to speak with the Fallanassi. Luke was told that his mother was a Fallanassi among them. Akanah, in exchange for her deception to Luke, was able to convince Wialu to use her illusion powers to aid the New Republic fleet fighting the Yevethan fleet threatening the area. After the battle, Wialu felt it was time for the Fallanassi to move again. They took a ship and left the region. Wialu still is in charge of the Fallanassi at this time.



#### Wialu

CL 10

Medium Human (old) noble 7/Force adept 3

**Destiny** 3; **Force** 10

**Init** +9; **Senses** **Perception** +19

**Languages** Basic, Durese, High Galactic, Ithorese, Twi'lek,

**Defenses** Ref 21 (flat-footed 21), Fort 22, Will 31; Indomitable Personality

**hp** 58; **Threshold** 22

**Immune** +5 to Will Defense against Deception and Persuasion, +5 to Fortitude Defense against extreme heat and cold effects

**Speed** 6 squares

**Melee** by weapon +5

**Ranged** by weapon +6

**Base Atk** +7; **Grp** +6

**Special Actions** Immerse Another, Indomitable Personality, Inspire Confidence, Surrender to the Current

**Force Powers Known** (Use The Force +18) blind, cloak, enlighten, farseeing, inspire

### Force Techniques Improved Cloak

**Abilities** Str 7, Dex 9, Con 10, Int 17, Wis 19, Cha 16

**Special Qualities** Force Immersion, Natural Leader (organization scale 8)

**Talents** Force Immersion, Immerse Another, Inspire Confidence, Psychic Citadel, Surrender to the Current, White Current Adept

**Feats** Force Sensitivity, Force Training, Indomitable Personality, Linguist, Natural Leader, Skill Focus (Deception, Perception, Use the Force), Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +18, Gather Information +13, Initiative +9, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (social sciences) +13, Perception +19, Persuasion +13, Stealth +4 (may Use the Force +18 instead), Treat Injury +14, Use the Force +18

**Possessions** all-temperature cloak, comlink

## FORCE-SENSITIVE CLONES

Clone experts do not endorse the cloning of Force-sensitive beings. The Kaminoans, who created the Grand Army of the Republic during the Clone War, spurned even one of their own, Kina Ha, who was the only Force-sensitive Kaminoan. It is generally believed by cloners that cloning a Force-sensitive being causes the clone to become incurably insane and will become a murderous psychopath or suicidal and take his own life.

It is believed that during the Dark Times, Darth Vader used a cloning process to create copies of his secret apprentice, Starkiller. Vader had many problems with the clones, as they were "unusable" to him, being too insane to control reliably. It is unknown if he was successful. It is also rumored that two Force-sensitive clone troopers were successfully created during the Clone War. What happened to them after Order 66 is uncertain.

GMs who wish to use Force-sensitive clones as NPCs should realize that they are very rare and should be a special encounter or foe for a party of adventurers. The general belief is that Force-sensitive clones are insane, but a GM can rule otherwise. It would be a very interesting PC character choice to make a Force-sensitive clone character. A GM should work with the player to determine if the clone is insane or not, and what effects that being a Force-sensitive clone can mean.

## INSANITY AND MENTAL ILLNESS

Generally, insanity or mental illness can be handled with good roleplaying by the players and GM. There may be times when rules are needed, depending on how much control over the ill character the GM wants the player to have. This should be agreed upon before play by both the player and the GM. Following is an optional rule that treats insanity as a disease (see page 254 of the Saga Edition core rulebook.). This rule is not meant to represent the entire spectrum of mental illnesses which exist in the real world.

### Optional Rule

**Insanity (CL 8):** A character can be struck by insanity as a result of birth or infliction (which is reflected by an initial attack roll [1d20+10]). Once per week, make an attack roll (1d20+10) against the character's Will defense. If the attack succeeds, the character suffers a -10 to all Perception checks until the character succeeds at a DC 25 Perception check (essentially resetting his perception of the environment around him). Treating the condition requires a DC 30 Treat Injury check.

## INFLUENTIAL FIGURES

### JORUUS C'BAOTH, INSANE CLONE JEDI MASTER

There are few known Force-sensitive clones. One is Joruu C'baath, a clone of an Old Republic Jedi Master who died on Outbound Flight. His genetic material was taken and used by Emperor Palpatine to make a clone of the old Jedi Master. Though successful, the resulting clone was insane as a result of the Spaarti cloning process, which creates a clone quickly. He had a mastery of Battle Meditation, the same power Palpatine used to control his forces in critical battles during the Galactic Civil War.

Placed by Palpatine on Wayland to act as the Guardian of the Mount Tantiss cloning facility, Joruu spent many years there, pondering his future as a Force user. He took



control of the local Wayland population, forcing the warring groups there to live together. He was discovered by Grand Admiral Thrawn, who went to Wayland to use the cloaking shield technology and the cloning facility to grow his forces.

They made an uneasy alliance, Thrawn promising to give C'baoth Luke Skywalker and Leia Organa Solo (with her unborn twin children) to become dark thralls of the Dark Jedi Master. C'baoth agreed to use his battle meditation for Thrawn, to enhance the coordination of his forces and retake the galaxy as a New Empire.

Eventually, C'baoth's instability caused Grand Admiral Thrawn to imprison C'baoth on Wayland. He was eventually killed by Mara Jade when he attempted to seduce Mara and Luke Skywalker to the Dark Side of the Force and failed. He then attacked them and was killed by Mara, guided by Leia Organa.



### Joruu C'baoth

CL 16

Medium Human (old) noble 2/Jedi 7/Jedi Knight 4/Jedi Master 3

**Destiny 1; Force 12; Dark Side 12**

**Init +19; Senses Perception +22**

**Languages** Aqualish, Basic, Duinuogwuin, Gotal, High Galactic

**Defenses** Ref 30 (flat-footed 29), Fort 29, Will 35; Block

hp 130; **Threshold** 29

**Immune** fear effects

**Speed** 6 squares

**Melee** lightsaber +16 (2d8+8)

**Ranged** by weapon +16

**Base Atk +15; Grp +16**

**Special Actions** Battle Meditation, Consumed by Darkness, Improved Battle Meditation, Master Negotiator, Power of the Dark Side, serenity

**Force Powers Known** (Use The Force +24) dark rage, energy resistance, farseeing, Force blast (2), Force grip (2), Force

lightning (2), Force scream (may take 10 even when distracted or threatened), Force slam, lightning burst, mind trick (2), move object (2), rebuke (2), stagger, wound

**Force Techniques** Dominate Mind, Force Power Mastery (Force scream)

**Force Secrets** Debilitating Power, Distant Power

**Abilities** Str 11, Dex 13, Con 11, Int 20, Wis 18, Cha 22

**Special Qualities** build lightsaber

**Talents** Adept Negotiator, Battle Meditation, Block, Consumed by Darkness, Idealist, Improved Battle Meditation, Master Negotiator, Power of the Dark Side, Wrath of the Dark Side

**Feats** Force Readiness, Force Sensitivity, Force Training (4), Force of Personality, Linguist, Skill Focus (Initiative, Perception, Persuasion, Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Deception +19, Gather Information +19, Initiative +19, Knowledge (bureaucracy) +18, Knowledge (galactic lore) +18, Knowledge (social sciences) +18, Knowledge (technology) +18, Perception +22, Persuasion +24, Treat Injury +17, Use Computer +18, Use the Force +24

**Possessions** lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

### JORUUS C'BAOTH ENCOUNTERS

This man is insane. He is unpredictable, unstable and obsessive. From his past, he believed that Jedi were superior to normal beings because of the Force. It was a Jedi's right to judge and rule over others as a result. He has no compunction to preserve life, and tends to kill those who offend him, typically with Force lightning. He was once a brilliant consular, but now a homicidal killer.

### THE DARK SIDE

Over the many years, the Jedi have defended the galaxy from countless enemies. Many of them were the Sith or Dark Jedi who fell to the Dark Side of the Force. Few were born into the Dark Side. But even with all these enemies, the Dark Side itself is a formidable foe. No enemy has to be present in order for a being to succumb to its temptations.

As Yoda once said, fear, anger and aggression can lead to the Dark Side. Not one act may condemn a being, but



multiple acts will make it easier and easier to heed its siren call. And many have. The power of the Jedi is not a shield against darkness, but a weakness. A being may come to crave more power to do good deeds: To save a friend or loved one, to heal the sick, or defeat some greater evil. This kind of selfishness and attachment, which may lead to greed, can cause a Jedi to fall quickly to the Dark Side of the Force.

Relics of the Dark Side are everywhere. Some are collected by historians or eccentric people, unaware of their powers. Old temples to the Sith are present on old Sith Empire worlds, such as Korriban, Dromund Kaas or Yavin IV. Some of these artifacts have the ability to seduce a being to the Dark Side of the Force. Several Sith holocrons are known to exist, their keepers a living legacy of a dark past, thousands of years ago. Some still search for them, seeking dark wisdom and power.

## INFLUENTIAL FIGURES

### DESANN, FALLEN JEDI



Desann came from a world where Force-users and sensitives were shunned. He lived a life of loneliness until a trader found him and brought him to Yavin IV to meet Luke Skywalker. He was taken as an apprentice and began his training in the ways of the Jedi.

During training, he began to bully other students at the Jedi Praxeum. He then killed Havet Storm, a fellow apprentice, for standing up to the bullying. Desann

called him to weak to be a Jedi. This event turned him to the Dark Side and he fled Yavin IV.

Desann allied himself with Admiral Galek Fyyar of the Imperial Remnant group known as the Empire Reborn. Fyyar then introduced him to his secret master, the Procurator of

Justice, Hethrir. Hethrir took Desann as his second-in-command, ordering him to train his group of young Force-users called the Empire Youths. Desann took one named Tavion Axmis as his own apprentice.

Desann also experimented with imbuing the Force onto non-Force sensitives with the use of Artusian crystals. He also managed to trick Kyle Katarn into revealing the location of the Valley of the Jedi by kidnapping his friend and partner Jan Ors. Imbuing his troops with the Force, calling them the reborn, he took his new troops to Yavin IV to destroy the Jedi once and for all.

In the ensuing battle, the Jedi were able to hold off and defeat Desann's Reborn and Imperial troops. Kyle Katarn followed him into the depths of the Jedi Praxeum where a Force nexus existed. Desann absorbed the nexus' power and proceeded to duel Katarn. He refused a chance to return to the Jedi and atone for his actions and was cut down by Katarn.

#### Desann, Fallen Jedi

CL 12

Medium Chistori scout 2/Jedi 7/Force adept 3

**Destiny** 2; **Force** 7; **Dark Side** 15

**Init** +12; **Senses** Perception +8

**Languages** Basic, Chistori

**Defenses** Ref 25 (flat-footed 24), Fort 27, Will 28

**hp** 135; **DR** 2; **Threshold** 27

**Speed** 6 squares

**Melee** lightsaber +16 (2d8+12) or

**Melee** lightsaber +16 (2d8+18) with both hands or

**Melee** lightsaber +11/+11 (2d8+18) with Double Attack

**Ranged** by weapon +11

**Base Atk** +10; **Grp** +16

**Atk Options** Advantageous Attack, Cleave, Double Attack (lightsabers), Power Attack

**Special Actions** Consumed by Darkness, Damage Reduction 10, dreadful rage 2/day, Illusion, Lightsaber Throw, Power of the Dark Side, Shake it Off, Telekinetic Savant 1/encounter

**Force Powers Known** (Use The Force +13) dark rage, Force grip, Force lightning, Force slam, mind trick, move object

**Force Techniques** Improved Force Lightning

**Abilities** Str 22, Dex 12, Con 16, Int 14, Wis 14, Cha 14

**Special Qualities** cold blooded

**Talents** Acute Senses, Consumed by Darkness, Damage Reduction 10, Illusion, Lightsaber Throw, Power of the Dark Side, Telekinetic Savant

**Feats** Advantageous Attack, Cleave, Double Attack (lightsabers), Dreadful Rage, Extra Rage, Force Sensitivity, Force Training (2), Power Attack, Shake it Off, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Climb +17, Endurance +14, Initiative +12, Jump +17, Perception +8 (may reroll but must keep the result of the reroll even if worse), Survival +13, Swim +17, Use the Force +13

**Possessions** lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, encrypted comlink, liquid cable dispenser)

### DESANN ENCOUNTERS

Desann is an aggressive and overbearing character. He preys on the weak and chastises them for weakness. He is committed to creating his army of Dark Side Force users, and will do what it takes to achieve his goal. His connections permit him to use Imperial forces at will to supplement his own troops. He is a brutal fighter and will hammer an opponent down until he does not get back up again.

### EXAR KUN (SITH SPIRIT)



Exar Kun was a Dark Lord of the Sith approximately 4,000 BBY. Originally a Jedi Padawan of Vodo-Siosk Baas, he abandoned his master to satisfy his unnatural curiosity for Sith knowledge. He traveled to Dxun, the moon of Onderon, where interred was the body of Freedon Nadd, and ancient Dark Lord of the Sith. Nadd's spirit awoke and tempted Kun with the power of the Dark Side of the Force. Kun accepted and learned much from Nadd. He established a base on Yavin IV, then destroyed Nadd's spirit when he learned all he could from it.

He went to the Empress Teta system to kill the rival Sith cult known as the Krath when he encountered the spirit of Marka Ragnos. Ragnos declared Kun to be a Dark Lord of the Sith with Ulic Qel-Droma as his apprentice. He went on to create the Sith Brotherhood and attack the Republic. He was betrayed by Qel-Droma, who returned to the light and fled to Yavin IV to defend himself from the Jedi. He learned a technique to separate his spirit from his body, but was outsmarted by the Jedi who destroyed all life on Yavin IV, leaving him trapped as a spirit in his temple. He awaits for someone to come and accept his teaching, so he may escape and be free once again.

**Exar Kun, Sith Spirit** **CL 20**

Medium Human (dark side spirit) Jedi 7/Sith apprentice 8/Sith Lord 5

**Destiny** 3; **Force** 12, Strong in the Force; **Dark Side** 17 **Init** +18; **Senses** Perception +18

**Languages** Basic, Catharese, Sith

**Defenses** Ref 36 (flat-footed 33), Fort 39, Will 36; Lightsaber Defense, Niman

**hp** 147; **Threshold** 34

**Immune** fear effects, melee and ranged attacks, telekinetic Force powers

**Speed** 6 squares; ignores difficult terrain, walls, and objects

**Base Atk** +20; **Grp** +23

**Atk Options** Dual Weapon Mastery III

**Special Actions** Jar'Kai, Lightsaber Defense, manifestation, possession, temptation

**Force Powers Known** (Use the Force +24) corruption, dark rage, farseeing, fear, Force grip, Force lightning, Force thrust, Force whirlwind, mind trick, move object, rebuke, surge, tempered aggression

**Force Secrets** Debilitating Power, Devastating Power, Multitarget Power, Quicken Power

**Force Techniques** Dominate Mind, Force Point Recovery, Improved Dark Rage, Improved Sense Force

**Abilities** Str 13, Dex 17, Con –, Int 14, Wis 17, Cha 23

**Special Qualities** dark side spirit traits

**Talents** Cause Mutation, Dark Side Adept, Dark Side Master, Lightsaber Defense (3), Sith Alchemist, Sith Alchemy Specialist, Stolen Form (Jar'Kai, Niman), Transfer Essence

**Feats** Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (3), Sith Military Training, Skill Focus (Use the Force), Strong in the Force, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

**Skills** Endurance +21, Initiative +18, Knowledge (galactic lore) +17, Perception +18, Use the Force +26 (may reroll to activate dark side powers but must keep the result of the reroll even if worse; may reroll, spending a Force Point, to activate a dark side power and keep the better result)

**EXAR KUN ENCOUNTERS**

The Dark Side spirit of Exar Kun will always be found in and around the temple he built on Yavin IV. His goal is to free himself by possessing another individual willing to fall to the Dark Side of the Force. He craves power and more knowledge to acquire that power. He is willing to do anything for that. He has been trapped in his temple for 4,000 years. He wants to get out.

**JEREC, IMPERIAL INQUISITOR**



Jerec was a former Jedi Master under the original tutelage of Jocasta Nu, the Jedi Archivist and scholar. Like his master, he had a craving for knowledge and sought it out from all places, from the Jedi Archives to remote archaeological sites across the galaxy. He also learned the ancient lightsaber technique of

Makashi, like Count Dooku. His successes were well noted. He trained a padawan to knighthood himself and was declared a Jedi Master before the Clone War. His work led him to desire finding the lost Valley of the Jedi, a battle site that occurred many years ago. He felt he could gain all the knowledge he desired from the valley.

He was ordered to take an archaeological team to the Unknown Regions to look for artifacts, so he was unaware of the Clone War and Order 66. When he returned to Coruscant, he learned the truth and fled. Inquisitor Tremayne caught up

with him and offered him a choice: Choose the Dark Side or join his Jedi comrades in death. Jerec eagerly chose the Dark Side, as he felt he exhausted the Light Side of all its knowledge.

Jerec became an Imperial Inquisitor himself, and personally hunted down Jedi who were out of contact at the time of Order 66. He converted one named Maw to the Dark Side, and taught him personally. Jerec achieved high status as a Jedi and Sith scholar, rivaling only Darth Vader in status. The Emperor never abandoned Vader, however, though Jerec received orders from the Emperor directly.

Over time, Jerec built a following of other Dark Jedi: Boco's'eca, a Twi'lek Jedi twisted into slavery of the Dark Side, broken and loathing but subservient to his master. There were also Gore and Pic, mutated Sith spawn of dark alchemy. Another was Sariss, a secret daughter to the Prophet of the Dark Side Cronal. After Palpatine's and Darth Vader's death, Jerec set himself up as an Imperial warlord, making Sariss his lieutenant and her son Yun as another Dark Side apprentice. He began to focus his search on the Valley of the Jedi once again. He learned of a map which could take him there on Sulon, where a former Rebel leader, Morgan Katarn lived. He got the map and secured the Valley of the Jedi for himself and his associates.

In time, Kyle Katarn learned the truth of his situation and was able to pursue Jerec, eventually defeating all his apprentices. Jerec and Katarn faced off in the Valley of the Jedi, in a temple where a Force nexus was. Jerec was able to use the nexus to power himself and heal, but eventually Katarn was able to defeat him in the end, surviving temptation to the Dark Side of the Force.

<b>Jerec, Imperial Inquisitor</b>	<b>CL 20</b>
Medium Miraluka (middle aged) Jedi 7/Jedi Knight 5/Jedi Master 3/Force adept 5	
<b>Force 12; Dark Side 19</b>	
<b>Init</b> +17, <b>Foresight</b> ; <b>Senses</b> Force sight, Improved Sense Surroundings; <b>Use the Force</b> +24	
<b>Languages</b> Basic, Miralukese	
<b>Defenses</b> Ref 37 (flat-footed 33), Fort 35, Will 38; Block, Lightsaber Defense	
<b>hp</b> 183; <b>Threshold</b> 35	
<b>Immune</b> fear effects	



**Speed** 6 squares

**Melee** lightsaber +22 (2d8+12) or

**Melee** lightsaber +22 (2d8+14) with both hands

**Ranged** by weapon +20

**Base Atk** +18; **Grp** +20

**Special Actions** Adept Negotiator, Elder's Knowledge, Equilibrium, Force Fortification, Force Interrogation, Force Recovery, Lightsaber Defense, Makashi, serenity, Unsettling Presence

**Force Powers Known** (Use The Force +24) farseeing (2), Force blast, Force grip (2), Force slam (2), Force thrust, mind trick (2), move object (2), prescience, surge, contentious opportunity (3), Makashi riposte (3)

**Force Regimens Known** (Use The Force +24) Eyes of the Force, Oxygen Bottle, Quiet the Mind, Telekinetic Practice, Sparring Practice

**Force Techniques** Dominate Mind, Extended Move Object, Improved Sense Surroundings, Improved Telepathy

**Force Secrets** Devastating Power, Holocron Loremaster

**Abilities** Str 14, Dex 14, Con 14, Int 18, Wis 18, Cha 18

**Special Qualities** build lightsaber, Inquisition

**Talents** Adept Negotiator, Block, Equilibrium, Force Fortification, Force Interrogation, Force Perception, Force Recovery, Foresight, Inquisition, Lightsaber Defense, Makashi, Unsettling Presence

**Feats** Elder's Knowledge, Force Readiness, Force Regimen Mastery, Force Sensitivity, Force Training (4), Predictive Defense, Skill Focus (Knowledge [galactic lore], Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

**Skills** Initiative +17 (may reroll, spending a Force Point, and keep the better result), Jump +17, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +24, Knowledge (social sciences) +19, Perception +14 (may Use the Force +24 instead), Use the Force +24 (may reroll to use telepathy and keep the better result)

**Possessions** lightsaber

### JEREC ENCOUNTERS

Jerec is a formidable opponent, not becoming an Inquisitor until long after he had been a Jedi Master. His knowledge of lore is incredible, and he quests for more all the time. He dominates through the Force and his personality. He seeks to

bring his influence throughout the galaxy, squashing any in his way.

### THE REBORN

The Reborn are the successful experiment of the Dark Jedi Desann to artificially imbue the Force into living beings. They are molded and trained to serve as Dark Side servants to the Empire Reborn. They personally served Lord Hethrir, Procurator of Justice, and his lieutenant Desann.

They were imbued through the use of Artusian crystals being exposed to them. After a time, they became sensitive to the Force and could be trained to use their powers. Many were imbued in the Valley of the Jedi on Ruusan, after the success of the experiment on Artus Prime.

The Reborn served Hethrir and Desann until the two were defeated. They rallied under Tavion Axmis (who Kyle Katarn spared on Bespin) and became the Disciples of Ragnos, intent on resurrecting Marka Ragnos, an ancient Lord of the Sith. They were eventually defeated on Korriban by an army of Jedi led by Luke Skywalker.



**Reborn Physical Adept**

CL 2

Medium Human nonheroic 6

**Dark Side** 8

**Init** +10; **Senses Perception** +4

**Languages** Basic

**Defenses** Ref 12 (flat-footed 10), Fort 10, Will 11

**hp** 20; **Threshold** 10

**Speed** 6 squares

**Melee** lightsaber +4 (2d8)

**Base Atk** +4; **Grp** +6

**Force Powers Known** (Use The Force +9) levitate, surge

**Abilities** Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 12

**Feats** Force Sensitivity, Force Training, Skill Training (Initiative, Use the Force), Tumble Defense, Unhindered Approach, Weapon Proficiency (lightsabers)

**Skills** Acrobatics +10, Initiative +10, Jump +11 (may jump 1 extra square; up to +15 alongside other specialists), Use the Force +9

**Possessions** lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

#### Reborn Force User

CL 2

Medium Human nonheroic 6

**Dark Side** 8

**Init** +9; **Senses** Perception +4

**Languages** Basic

**Defenses** Ref 11 (flat-footed 10), Fort 10, Will 11; Resolute Stance

**hp** 16; **Threshold** 10

**Speed** 6 squares

**Melee** lightsaber +4 (2d8)

**Base Atk** +4; **Grp** +5

**Force Powers Known** (Use The Force +10) Force grip, Force lightning, Force shield, Force slam

**Abilities** Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 14

**Feats** Force Sensitivity, Force Training (2), Resolute Stance, Skill Training (Initiative, Use the Force), Weapon Proficiency (lightsabers)

**Skills** Deception +10, Initiative +9, Persuasion +10, Use the Force +10

**Possessions** lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

#### Reborn Duelist

CL 2

Medium Human nonheroic 6

**Dark Side** 8

**Init** +14; **Senses** Perception +9

**Languages** Basic

**Defenses** Ref 11 (flat-footed 10), Fort 10, Will 11

**hp** 24; **Threshold** 10

**Speed** 6 squares

**Melee** lightsaber +7 (2d8+2) or

**Melee** lightsaber +7 (2d8+4) with both hands or

**Melee** lightsaber +5 (3d8+4) with Rapid Strike

**Base Atk** +4; **Grp** +6

**Atk Options** Rapid Strike

**Force Powers Known** (Use The Force +8) battle strike, Force slam

**Abilities** Str 14, Dex 13, Con 10, Int 10, Wis 12, Cha 10

**Feats** Force Sensitivity, Force Training, Rapid Strike, Skill Focus (Initiative), Skill Training (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers)

**Skills** Initiative +14, Perception +9, Use the Force +8

**Possessions** lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

#### Reborn Elite

CL 5

Medium Human nonheroic 6/Jedi 3

**Dark Side** 8; **Force** 3

**Init** +17; **Senses** Perception +11

**Languages** Basic

**Defenses** Ref 17 (flat-footed 14), Fort 15, Will 16; Block, Deflect

**hp** 42; **Threshold** 15

**Speed** 6 squares

**Melee** lightsaber +10 (2d8+2) or

**Melee** lightsaber +10 (2d8+3) with both hands or

**Melee** lightsaber +8 (3d8+3) with Rapid Strike

**Base Atk** +7; **Grp** +10

**Atk Options** Rapid Strike

**Special Actions** Combat Reflexes

**Force Powers Known** (Use The Force +16) Force slam, move object, rebuke

**Abilities** Str 12, Dex 16, Con 12, Int 10, Wis 14, Cha 14

**Talents** Block, Deflect

**Feats** Combat Reflexes, Force Sensitivity, Force Training, Rapid Strike, Skill Focus (Initiative, Use the Force), Skill Training (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

**Skills** Initiative +17, Perception +11, Use the Force +16

**Possessions** lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)